

! WARNING Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

Rating Symbols suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.

Content Descriptors indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org

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///Xbox LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content (TV shows, trailers, HD movies, game demos, exclusive game content, and Arcade games) at Xbox LIVE Marketplace. Send and receive voice and video messages. Use LIVE with both Xbox 360® and Windows®. Play, chat, and download on both your PC and your Xbox 360. LIVE gives you ultimate access to the things you want and the people you know, on both your PC and your TV. Get connected and join the revolution!

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member.

For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/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. And now, LIVE Family Settings and Windows Vista Parental Controls work better together. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the LIVE service. And set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

///CONTROLS



	Fire / Punch
	Stealth Kill (while closing in on the enemy from behind)
	Counter Move (When standing close in front of an armed enemy performing a melee attack, you can counter attack or perform a "finish off" move by pulling)
	Block
	Aim / Alternative Fire
	Zoom (When using a ranged weapon)
	Grab (When standing close behind an enemy, you can grab him for a stealth kill. If a drone is grabbed, you'll be able to use its attached weapon while the drone's body provides you with a temporary shield.)
	Lean (hold and while moving the left stick to lean/fire around corners and look/fire over the top of cover.)
(hold)	Select Weapon (Navigate the weapon selection interface with the right stick.)
(steer)	Look
(press)	Melee Weapon Attack

///BECAUSE IT ALWAYS NEEDS A PLACE TO START...

Welcome to the Chronicles of Riddick, an epic science-fiction experience led by the most notorious criminal in the universe. First stop; Butcher Bay, the toughest triple-max slam in the galaxy, the perfect place for you – Riddick – to build your reputation as the most dangerous man alive. Encounter guards, savage inmates, dimly lit corridors and dark tunnels, and the famous warden Hoxie – anxious to keep you locked away for life. It's time to play "Who's the better killer?" But that's only the beginning. You've heard the rumors. The Merc juggernaut they call the Dark Athena. Something about empty ships floating in space, missing their crew – its got people paranoid. Only one thing to be sure about. They better hope they never find you... what could be worse than capturing Riddick?



THE DARKNESS... FOR ME... IS WHERE I SHINE!

	Move (Press the left stick to sprint [only in multiplayer game]. While moving, melee attack will be made in the direction you are traveling.)
	Eyeshine
	Flashlight (if one is available on the currently equipped weapon).
	Weapon hot spots (When selecting a weapon in the weapon selection interface you can press left or right on the directional pad to add that weapon on a hot spot.)
	Scroll through menus, dialog options, and in-game shopping interface for Butcher Bay Riot in multiplayer game.
	Reload
	Skip dialogues and cut-scenes.
	Stealth mode
	Jump (jumping deactivates stealth mode)
	Use
	Journal / Inventory
	Pause menu

///MAIN MENU

Continue – Start the game from your last saved checkpoint.

New Game – Start a new game. There are two campaigns to complete: “Escape from Butcher Bay” and “Assault on Dark Athena.”

Checkpoints – Load a checkpoint.

Multiplayer – Start a multiplayer game on Xbox LIVE® or using System Link. From there you can also access the Settings (Characters / Options) and Statistics menus.

Options – Modify game options.

Achievements – Check the trophies you have completed and see what’s coming next.

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



///PAUSE MENU

Resume – Resume your game.

Restart Checkpoint – Restart from the last saved point.

Change Difficulty – Modify the difficulty level.

Options – Modify game options.

Quit to Main Menu – Quit the game and go back to the Main Menu.



///THE ENVIRONMENT

Your Journal

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



NanoMED Health Units

You can regain health using a NanoMED health unit. To use one, approach it and press **Y**. If a NanoMED health unit is empty, you’ll need to recharge it with a NanoMED Cartridge.



Climbing Crates

You can climb crates by approaching them and pressing **Y**. Then use the **left stick** to climb up or down the crate.



Shimmying Along Ledges

You can shimmy along some ledges to new areas. To do this, approach the ledge and press **Y**. Then use the **left stick** to move left, right, up or down on the ledge. Press **Y** to let go and drop.



Using Hangrails

Hangrails are pieces of overhead scaffolding that Riddick can move across. Just look up at the hangrail and press **Y** to grab it. Then use the **left stick** to move. Press **Y** again to let go of the hangrail.



Restricted Access Doors

If you’re having trouble getting through a door with restricted access, try “borrowing” the codes from someone in the area; a guard for example.





Using Vents

You can use vents to sneak through areas undetected. You need a vent tool to unseal the vents. Once you have one, just approach a vent and press **Y**.



Smokes

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



Bounty Cards

Unlock special features in the game!

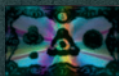
Interacting With the Environment



There are many inmates and guards in the prison that you can interact with. To do so, approach a character until his/her name appears on screen, and then press **Y**. You can get missions from different people that will help you gather items. Take some time to explore and interact. There are hidden surprises for those who get to know their surroundings.

There are also items in the world that you can interact with. To do so, simply approach the item and press **Y**.

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 Cartridges

When you need health and a NanoMED health unit is empty, this cartridge will recharge the station and allow you to get health from it.



Vent Tool

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



Drugs

There is always demand for this stuff in Butcher Bay; use this to your advantage.

///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.

Stealth Mode

Press **X** to activate stealth mode. Riddick always crouches when in this mode. When you are in stealth mode, you get an indication of when you are hidden in the shadows and undetectable (screen turns to blue). You also move around silently. Being in stealth mode gives you the ability to drag and hide bodies as well.

Stealth Kills

If you need to keep things quiet, you can sneak up behind an enemy and break his/her neck so as not to alert others. Pull the **R1** or **L1** while closing in on the enemy from behind and you'll perform a stealth kill!

///MULTIPLAYER

In the Multiplayer game mode, you can play against your friends using SYSTEM LINK or go online with Xbox LIVE to face people around the world. When you select Multiplayer on the Main Menu, a screen will appear where you get to choose whether to play through SYSTEM LINK or Xbox LIVE.

There are both ranked and unranked games. The multi-player game contains several distinct levels based in Butcher Bay and the Dark Athena.

Custom Player Match

Selecting this option lets you choose game mode and map to play, or to let the game decide. You will then be placed in a lobby when the search has been completed. In player match you can invite friends to play with you.

Custom Ranked Match

This functions the same as the player match search. The only difference is that a ranked match will contribute to your standing on Leaderboards.

Create game

If no server is found, you can create your own server under Player or Ranked Match.

///WEAPONS

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

Guns



Gun

A simple, single-fire weapon. Reliable, but not very powerful.



SCAR (Single-player)

The SCAR (Sonic Compressor Assault Rifle) is an energy-based weapon which recharges itself automatically. It shoots projectiles that stick to the world and characters. These projectiles can then be detonated using the alternative fire button.



Sub-Machine Gun

The fire rate of this weapon is higher than the assault rifle but it does less damage. Its automatic fire is also less concentrated.



Minigun

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



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 fires rounds rapidly and accurately.



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 a while.



"Modified" SCAR (Multiplayer)

The SCAR used in the multiplayer games is a heavily modified version. It does not recharge automatically and needs ammunition pickups. Projectiles also function differently.



Grenade Launcher (Multiplayer)

This weapon clears a wide area at some distance.



Sniper Rifle (Multiplayer – Assault on Dark Athena)

This rifle is effective at very long ranges.

Melee weapons



Hairpin

Looks useless? Not in Riddick's hands.

Ulaks

These double-curved blades are as simple and sharp as they are lethal!



Shivs

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



Brass Knuckles or 2 Knuckledusters

Useful in close fighting; these really pack a punch.



Club

This crude weapon can inflict major damage on your enemies.



Grenades

Grenades are effective at cleaning out rooms, making it safe for you to enter.

///ENEMIES

Escape from Butcher Bay



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 maximum security counterparts.

Light Guard Squad Leader

Decorated in red armor, these captains lead their teams in firefights.



Riot Guard

These heavily armored assault units are mechanized and almost invulnerable.

Heavy Guard

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



Security Turret

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

Assault on Dark Athena



The Mercs

Mercs are skilled and organized bounty hunters. But that's not their only form of employment. These guys will do anything for money—and violence is not a major issue. Dark Athena Mercs are even more vicious than those found elsewhere in the universe and they have expanded into enterprizes that border on piracy. Riddick will come across different variations of Mercs...

Ghost Drone

The grotesque inhabitants of the Dark Athena. These once-men warriors are the pride of Captain Revas and her pirate cooperative. Drones wander throughout the ship, constantly on patrol and constantly on alert. Be careful, they're watching...



AI Ghost Drone

The natural state of the Ghost Drone. While in this mode, the lights attached to their armor glow a bright red, and they operate on their own artificial intelligence.

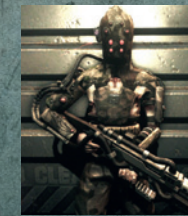
Merc-controlled Ghost Drone

The crux of the Ghost Drone army! At any time they can be controlled by Mercs throughout the ship, enhancing their combat abilities and making them twice as deadly. While being controlled, all of the lights attached to their armor glow a blinding white. You'll also hear the Mercs talking to you through the Drones!



Team Leader Drone (Merc-controlled)

Tougher than ordinary Drones and dishes out more damage.



Dark Athena Mech

These heavily armored assault units carry a powerful rocket launcher!



Repair Droid

The automated repair system aboard the Dark Athena dispatches these deadly little machines whenever hull integrity becomes a problem. Be ready. They hurt.



Spider Turret

Built into pods and deployed from the Athena, this turret can attach itself to its designated location. Once locked into position, it will function as a static turret.



///CREDITS

UNIVERSAL PICTURES DIGITAL PLATFORMS GROUP

VP / General Manager Interactive
Bill Kispert
Sr. Manager Business Development
Interactive
Gary Lokum
Sr. Director of Business & Legal Affairs
Kam Naderi
SVP, Universal Pictures Digital Platforms
Adam Rymer
Manager, FP&A, Universal Pictures Digital Platforms
Viktor Mohacsy
Sr. Financial Analyst, Universal Pictures Digital Platforms
Gregg Jones
Producer
Nick Torchia
Executive Producer
Pete Wanat

TIGON STUDIOS

Executive Producer
Vin Diesel
Executive Producer
Samantha Vincent
Head of Game Production
Ian Stevens
Director of Marketing & Merchandising
Thyrale Thai
Additional Production Support
Susan Leibowitz
Business Development
Rob Sebastian

STARBREEZE STUDIOS

Executive Producer – Lars Johansson,
Producer – Samuel Ranta-Eskola,
External Producer – Todd Hartwig,
Associate Producer – Mattias Abrahamsson, Peter Horvath
Lead Designer – Jerk Gustafsson,
Art Director – Mattias Snygg,
Additional Art Direction – Kjell Emanuelsson, Jens Matthes,
Lead Writer – Tommy Tordsson,
Written By – Tommy Tordsson, Mikael Säker, John Suur Platten, Flint Dille,
Additional Writing – Luke Openshaw,
Creative Editor – Kimberly Grefberg,
Game Design – Ian Stevens, Anders Backman, Roger Mattsson,
Additional Game Design – Jan Andersson, Fredrik Ljungdahl,
Technology Director – Magnus Högdahl,
Lead Tools Programmer – Michael Wynne,
Engine & Tools Programming – Jim Kjellin, Anton Ragnarsson, Magnus Auvinen, Anders Ekermo, Jesper Rudberg, Marcus Hennix, Anders Pistol, Otto Kivling, Markus Ålind, Magnus Högdahl, Michael Wynne,
Lead Game Programmer – Anders Backman,
Game Programming – Magnus Auvinen, Jakob Ericsson, Roger Mattsson, Lars-Magnus Lång, Anders Olsson, Olle Rosenquist, Anders Södow, Joel de Vahl, Patrik Willbo, Leo Willman, Peter Bertlin,
Gameplay Designers – Jan Andersson, Martin Annander, Nicklas Larsson, Jonas Nordström, Anders Olsson, Johan Oskarsson, Theo Savidis,
Additional Gameplay Design – Daniel Ahlén, Lars Holmgren,
Lead Level Designer – Torbjörn Åhlén,
Level Design – Thibault Courbet, Jimmy Eriksson, Christian Grawert, Emil Gustavsson, Eric Ramberg,
Additional Level Design – Björn Aneer,
Senior Texture Artist – Carl Sturk,
Texture Artists – Teddy Bergsman, Carolina Dahlberg, Kjell Emanuelsson, Reine Rosenberg, Joakim Wikberg, Torbjörn Åhlén,
Lead Modeller – Patrik Karlsson,
Character Artists – Angel Navarro, Viadas Zukas, Tom Fritzon, Nicholas Siren, Pelle Tingström,
Modelling – Elias Dahlström, Pontus Wählin, Carl-Mikael Lagnecrantz,

Erik Petterson,
Additional Modeling – Björn Norling, Essi Ryuuzaki,
Lead Concept Artist – Axel Torvenius,
Concept Artists – Henrik Sahlström, Bradley Wright, Kieran Yanner, Kjell Emanuelsson,
Lead Animator – Henrik Håkansson,
Cinematic/Keyframe Artists – Markus Söderqvist, Daniel Eriksson,
Motion Capture Specialist – Sigtor Kildal,
Motion Capture Editor – Sandra Sporre,
Technical Animator – Nils Lerin,
Sound Producer – Carl Vikman,
Music – Gustaf Grafberg,
Sound – Gustaf Grafberg, Johan Altoff, Carl Vikman,
Additional Sound Design – Samuel Tyskling, Sebastian Lönberg, Jonas Hellberg,
QA Lead – Hugo Hirsh,
QA – Tobias 'Dopefi sh' Lundmark, David 'Big Dave' Izzo,
Sound QA – Sebastian Lönberg,
Additional QA – Pontus Bergengren, Annika 'm3lda' Fogelgren, Anton 'dylf.6' Humphreys, Tommy Johansson, Karolis Lukosius, Vilhelm Flohr,
IT Manager – Jon Johansson,
IT Tech Support – Petter Johansson,
Starbreeze CEO – Johan Kristiansson,
Starbreeze HR – Robert Nyberg,
Starbreeze Finance & Accounting – Ursula Bende, Malin Svanfeldt, Christie Berlin, Eva Haris Johansson, Hanne Lundberg,
Legal Affairs – Tommy Persson,
Thanks to – André Celinder, Erik Gullberg, Joakim Gustavsson, Hansoft, Simon Hartikainen, Ola Ingvarsson, Nils Jansson, Martin Larsson, Peter Lindholm, Gustav

Ljungdahl, André Lundin, Alex Lööfberg, Daniel Nyberg, Patrik Karlsson, David Palm, Oskar Rahm, Patrik Strang, Ralph Sundberg, Helena Thulin, Patrick Liu, Marco Sjöberg, Jocke Sohlis, Casting – Tom Keegan, Eric Weiss, VO & Performance Casting Director – Eric Weiss, Supervising Dialog Editor & ADP/ Performance Capture Editor – Mike Patterson, Talent Coordinators – Andrea Toyias, Dialog Editor – Matt Verzola, Jordan Wotkowski, Mocap Cast – Johanna Salander, Erik Dahlin, Åsa Olsson, Frans Wiklund, Elias Dahlström, Johan Ranner, Lukas Loughran, Motion Capture Shoot – Perspective Studios, Motion Capture Shoot & Tracking & Solving – NLS (Northern Light Studios), Tracking Solving Editing – Mocaptools, Music Samples courtesy of – Miroslav Vitous Woodwind & Brass, EWQL Symphonic Orchestra, EWQL RA, Heart of Asia, Advanced Orchestra, Stormdrum, Spectrasonics' Atmosphere, Toontrack, Vocal samples courtesy of – Spectrasonics' 'Symphony of Voices', Classical Choir, EWQL Symphonic Choirs, 'Awaiting the Turmoil' (G.Jorde) – Performed by Valley of the Dead (available online)

ATARI SPECIAL THANKS

Steven Bercu and Valerie Walls, Iime, llc – Lawyers for Interactive Media & Entertainment Synthesis International – Milano Synthesis Iberia – Madrid Around the Word Take Off Ben / Benji @ Petrol Leonie @ LeFidesien EDS – Global Testing Practice Project Manager: Vedavyas K.P. Hemanshu Sheth – X360 Test Lead Tathagata Neogy – PS3 Test Lead Harshwardhan Jethania / Ravishankar V. – PC Test Lead

ENZYME TESTING LABS

Carolljo Maher – Enzyme Studio Director Andreas Schlangen – Enzyme Head of Productions Franziska Schlosser – Enzyme Localization Project Manager Ian Kent Blais, Christopher Bell, Marc Kingsbury, Michael Celano, Ugo Rodriguez, Benjamin Plich, Daniele Rossi, Giulio Brillarelli, Meissam Hagh Panah, Dorothea Ehrhardt, John Schneider, Eric Prawit, Román Echevarrena Minano, Aimar Aransay Inmaculada Payá Poveda – Enzyme Localization Testers Paul-André Renaud, François Berthiaume – Enzyme Compliance Project Manager Maxim Lacasse, Sandra Malenfant – Enzyme Compliance Lead Tester Benoit Gaudreau, Simon Chabot, Daniel L'heureux – Enzyme Compliance Testers

ACTORS AND WRITERS

Actors and Writers – *The Chronicles of Riddick™*

Butcher Bay:
Vin Diesel
Flint Dille and John Platten
Union Entertainment LLC
T.C. Carson
David Sobolov
Quinton Flynn
Rick Worth
Beng Spies
Adam Alexi-Malle
Wayne Pere
John DiMaggio
Stephen McHattie
Tony Plana

Jody Wood
Lombardo Boyar
Harry Van Gorkim
Khary Payton
Ivo Nanov
Morgan Sheppard
Arthur Burghardt
Joshua Leonard
Bingo Dinh
Michael Chinyamurindi
David Pizzuto
Eddie Santiago
Michael Ralph
Nick Jameson
Nick Guest
Debbie Mae West
Joaquim de Almeida
Michael Gough
Ron Juan
Michael Rooker
Valentino Morales

Actors and Writers – *The Chronicles of Riddick™ Assault on Dark Athena:*

Vin Diesel
Michelle Forbes
Alvin Joiner
Morgan Sheppard
David Andriole
Eijiro Ozaki
Heidi Schooler
Mark Ivanir
Jovan Rameau
Patrice Fisher
Gideon Emery
Maury Sterling
Brian Bloom
Steve Blum
Sean Donellan
Michael Ralph
Nolan North
Scott Bullock
Dave Wittenberg
Wade Williams
Lance Henriksen
Bridget Shergalis
Written by:
Ground Zero Productions, Inc.,
Flint Dille and John Patten

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Jump in.



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