

XBOX 360™

XBOX  
LIVE™

# CALL OF JUAREZ™



MATURE 17+  
M  
CONTENT RATED BY  
ESRB



UBISOFT™



**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](http://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; and 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.

## Technical Support

Before contacting Ubisoft's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search the support database at our website, <http://support.ubi.com>. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

#### Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems:

<http://support.ubi.com>.

#### Contact Us by Webmail

Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at <http://support.ubi.com>.

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

#### Contact Us by Phone

You can also contact us by phone by calling **(919) 460-9778** (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand. Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST). While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

#### Contact Us by Standard Mail

If all else fails you can write to us at:

Ubisoft Technical Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560

#### Return Policy

Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit the FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies.

7.087 in.  
42p6.25 picas  
180mm

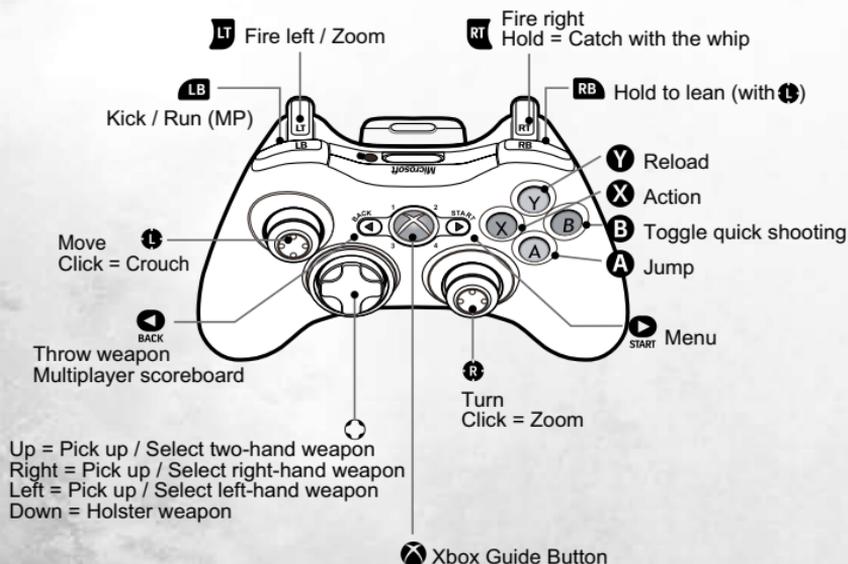
4.528 in.  
27p2 picas  
115mm

4.528 in.  
27p2 picas  
115mm

# TABLE OF CONTENTS

<b>Game Controls</b> .....	<b>2</b>
<b>Xbox LIVE®</b> .....	<b>2</b>
<b>Family Settings</b> .....	<b>2</b>
<b>Game Setup</b> .....	<b>3</b>
<b>Backstory</b> .....	<b>5</b>
<b>Main Characters</b> .....	<b>6</b>
<b>Playing the Game</b> .....	<b>6</b>
<b>Multiplayer</b> .....	<b>11</b>
<b>Warranty</b> .....	<b>16</b>
<b>Technical Support</b> .....	<b>inside back cover</b>

# GAME CONTROLS



## XBOX LIVE

**Play anyone and everyone, anytime, anywhere, on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. 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](http://www.xbox.com/live).**

## 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. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).**

# GAME SETUP

## Quick Start

After launching *Call of Juarez™* and watching or skipping the intro sequence, select **Single Player**, and then **Story Mode**, and choose a difficulty level.

The game tutorial, which is a part of Episode I, helps you get familiar with basic game features such as control settings and actions.

- The locations of your objectives during the mission are displayed on the compass in the upper-right corner of the screen. To check your objectives, press the  button.
- Use the  and  to shoot. For the rifle, the  is used to aim instead of shoot. You can move and look around using  and . When playing Billy you can hit and grab objects with your whip.
- Use the Action button (the  button) to pick up objects, use devices, mount horses, and more.

For more information regarding the game controls, please refer to pages 9-10.

## Main Menu

### *Single Player*

- **Story Mode:** If you want to continue a previously started game, choose **Continue**. Before starting the prologue, you can choose the level of difficulty – **Easy**, **Medium**, or **Hard**. Note that you can start a new game here or play any of the episodes that you have already reached by entering the **Choose Episode** menu. You can also choose the difficulty level there.
- **Extra Missions:** Once you finish all the episodes in **Story mode**, three additional missions will be unlocked and accessible here. This screen will also display additional missions downloaded from Xbox LIVE Marketplace.
- **Duel Challenge:** As you progress through **Story mode**, subsequent characters will be unlocked on this screen. You can challenge them to a duel in this special game mode.
- **Secrets:** Here you will be able to see which secret **Wanted posters** you have managed to find in the game.
- **Personal Stats:** This screen allows you to check your statistics for **Single-Player mode**.

## *Multiplayer*

**More information about the multiplayer modes and options can be found on page 11.**

## *Options*

**You can access controller and game settings from the Options screen. For additional details, please see the Options section below.**

## *Credits*

**View the game credits.**

# **In-Game Menu**

**Access this menu by pressing the  button during the game. The In-Game menu displays current game objectives and allows you to access game options or quit the current game.**

## *Options*

**Access controller and game settings from the Options screen. For additional details, see below.**

## *Quit to Menu*

**Choose this option to exit gameplay and return to the Main Menu.**

**Important! Your current progress will be lost but you will be able to continue later from your last checkpoint.**

# **Options Menu**

## *Audio/Video*

**Choose this option to customize the sound and video options for Call of Juarez:**

- **Music Volume:** Change the music volume.
- **SFX Volume:** Change the sound effects (SFX) volume.
- **Speech Volume:** Change the speech volume.
- **Brightness:** Change the screen brightness.

## *Controls*

**This option allows you change the default controller settings. See page 2 for the default settings.**

## *Dialogue*

**This option lets you turn subtitles on or off.**

## *Storage Device*

If your console has more than one storage device, this option allows you to choose which device to use for saving game progress.

## **Play as Two Characters**

In *Call of Juarez* you play as Billy Candle and Ray McCall. Each has different skills and strengths.

- Ray is stronger and can kick and carry heavy objects. He can also wear armor that protects his chest from bullets.
- Billy is weaker but can climb obstacles, use a bow and arrow, move silently, and use his whip.

The icon in the lower-right corner of the screen will show you which character you are playing.

## **BACKSTORY**



The Legend of the Lost Gold of Juarez has been passed from one generation to the next since the time of Hernando Cortez. It was said to be the ransom for Montezuma, held hostage by the Spanish in the great Aztec capital of Tenochtitlan. The treasure disappeared soon after the sacking of the city and some believe it's buried near the border town of Juarez. According to the legend, the Aztec Sun God, Huitzilopochtli, put a curse on the treasure and all who seek it will find only insanity and perdition. This avaricious madness has come to be known as the Call of Juarez.

# MAIN CHARACTERS

## Billy Candle



A young man, Billy has been forced to grow up fast in the unforgiving Old West. His father unknown, he is called "Billy Candle" after a mysterious medallion he carries, which was given to him by his mother. Billy is good at heart, but is constantly blamed for the wrongdoings of others. He can sneak past enemies and use stealth to his advantage. Billy is also very agile – he can climb over objects and use items to get on top of buildings.

## Reverend Ray



Reverend Ray is a man of God who has lived a rough life. Rumor has it that he was once an infamous gunfighter, feared by all who crossed his path. He is now a man of the cloth who has devoted his life to saving the souls of the damned and bringing light into the lives of those who live in sin. When push comes to shove, Reverend Ray is an imposing man with great physical strength.

# PLAYING THE GAME

## Game Controls



The controller layout can be changed by accessing Controls in the Options menu. See page 2 for default controls.

# HUD - Game Screen



- 1. Compass:** When available, it shows the location of your current objective.
- 2. Player icon:** Indicates crouching/standing position and stealth level.
- 3. Concentration mode icon:** Appears when Concentration mode is available.
- 4. Weapons:** Displays which weapons the character is currently carrying.
- 5. Ammo:** Shows available ammo for all types of weapons (“a” for revolvers; “b” for rifles; “c” for shotguns).
- 6. Multitask icon:** Indicates actions the character can currently perform (e.g., mount horse, carry crate, use whip).
- 7. Horse icon:** When the character is on horseback, this icon shows the horse’s condition.

## Weapons and Equipment

### *Revolvers*



Usually six-shooters that can be held in both hands and used with dynamite or a sawed-off shotgun in Akimbo mode.

### *Rifle and Sniper Rifle*



Efficient for long distances but need more time to reload. Must be held with both hands.

## Shotgun



Available in regular and sawed-off (more powerful, but less accurate) versions. The regular shotgun must be held with both hands.

## Bible



Ray can hold his bible in one of his hands and use quotations to confuse his enemies.

## Dynamite



Only five sticks can be carried at once. Use dynamite carefully – it can severely injure everyone nearby.

## Bow



Efficient for moderate distances. When you are aiming, time slows down for a more accurate shot, but after a while this mode turns off.

## Whip



The whip can be used as a weapon and also for climbing.

## Oil Lamps



Oil lamps can be used to set things on fire. If you shatter or shoot a lamp that is lit, the oil will spill and start burning immediately. If you take an unlit lamp and shatter it, the oil will spill and will only start burning if you shoot it or if it comes into contact with fire. Fire can be a dangerous and useful weapon.

## Other Items



You can use/carry other items, such as chairs, crates, stones, etc. Most of them can be thrown at enemies. You can climb onto crates to reach higher areas. Ray can grab a chair in his right hand, hold it over his shoulder, and either throw it or hit with it (LT and RT).

## Movement, Combat, and Actions

The basic movement commands are described below. Note that these are based on the default configuration.

### Moving

Use the  and  to move and turn. For the full list of default controls, please refer to page 2.

### Horse Riding

To mount a horse, move your view over its saddle and press the Action button (X button). You can move similarly to a human character while on the horse.

The Gallop key makes the horse run faster. Run only in short bursts, or you risk tiring your horse.

A separate icon in the upper right corner of the screen shows your horse's condition.

### Dueling

Dueling relies mainly on reflexes. During the duel, wait for the countdown to reach zero or for your opponent to first reach for his gun. You will not be able to use your gun earlier.

Reach for your gun by moving the  down and then raise the gun to aim by moving the stick up. The more gently you do it, the more accurate you will be. Then you can move the crosshair over the screen with the stick.

Aim and shoot quickly to beat your opponent. Remember that during the duel you can lean left and right with the stick you aren't aiming with to avoid your enemy's bullets.

### Concentration Mode

When playing as Ray you can use his quick-draw ability – this is called Concentration mode. To use Concentration mode, holster your guns and pull the  or  to quick-draw. You will see two moving crosshairs on the screen – fire your guns when the crosshairs move over your opponents. Concentration mode will not always be available. After you use Concentration mode, a certain amount of time must elapse before it becomes available again.

## *Climbing*

**Billy is the only character who can climb (onto rocks, obstacles, etc.). In order to climb, stand in front of a shelf, overhang, or roof ledge and jump while moving forward.**

**Billy can also use crates and objects placed next to buildings to help him climb. To do so, walk up to an item, press the Action button (X button) to pick it up, walk to the desired location and press the Action button again to set the object down. You can then use it to climb.**

## *Whip*

**The whip can be used as a weapon, but can also help you move in the environment. When you want to climb somewhere high or jump over a chasm, you can grab a branch with your whip to help you across (to do it pull and hold the shooting trigger ). You can then hang on the whip and shorten () and lengthen () it as needed. To release the whip, release the trigger or press the Jump button ( button).**

## *Sneaking*

**Billy is good at sneaking and he can move quietly when necessary. Sometimes sneaking is the best way to complete an episode. The icon in the lower-right corner of the screen shows whether Billy is sneaking. In addition, in some levels the icon's darkness shows you if Billy is hiding in shadows. It usually takes enemies a little time to recognize Billy, so if you hide quickly after being spotted or keep quiet after being heard, they might ignore you. The keys to remaining undetected are moving slow, making use of cover, and crouching low to avoid being seen.**

**You should not make noise and use guns or the whip when there is a chance of being heard and caught. Note, however, that loud environmental sounds such as thunder can help cover any noise you make.**

# MULTIPLAYER

From this menu you can host or join a match using System Link or Xbox LIVE and access the leaderboards.

## Multiplayer Modes

Call of Juarez offers the following multiplayer game modes:

- **Skirmish:** Two teams fight each other. When all the members of a team are killed, that team loses.
- **Robbery:** The Outlaws' goal is to steal the gold (marked on the compass) and deliver it to one of the escape zones (also marked on the compass) within a set time period. The Lawmen must defend the gold.
- **Gold Rush:** The player who gathers the most points wins. Points are given for gathering gold that is spread over the map and for killing enemies. The gold is marked on the compass.
- **Capture the Bag:** There are two teams, two bases, and two money bags. Capture the enemy's bag and bring it back to your base to score. Be sure that your own gold bag is in its place on your base, because you won't be able to score until then!
- **Wanted:** There's a bounty on one of the gunmen's heads! Only the one who's currently the Wanted can score points for killing. The other players can score only by killing the Wanted. The player who kills the Wanted becomes the Wanted himself.
- **Famous Events:** A selection of maps of various multiplayer modes. They are based on famous Wild West events.

# System Link

Select **Find a Match** to join a match or **Create a Match** to host a match.

## *Create a Match*

The **Create a Match** menu displays the following options:

- **Match type:** Set the game mode.
- **Map:** Select the map – press the **Y** button to select a number of maps for your match.
- **Max players:** Set the maximum number of players.

When you press the **RB** on your controller you will be able to access the following advanced options:

- **Loop Maps:** Enable or disable looping of maps.
- **Friendly Fire:** Enable or disable friendly fire.
- **Auto Kill When Away:** Enable or disable automatic killing of players who are inactive for more than a minute.
- **Points Limit:** Override the map's default point-limit settings.
- **Time Limit:** Override the map's default time-limit settings.

## *Find a Match*

Use this option to join a hosted System Link match. Select a match from the list to join it.

# Xbox LIVE

## *Quick Player Match*

Chose this option to find and join a randomly selected Xbox LIVE match. No further settings are required.

## *Quick Ranked Match*

Chose this option to find and join a randomly selected Xbox LIVE ranked match. No further settings are required.

## *Custom Match*

Use this option to select what type of Xbox LIVE match you want find. You may select the following options:

- **Ranked Match:** Choose between a ranked match and a player match.
- **Match Type:** Select the game mode.
- **Map:** Select the map.
- **Min Players:** Select the minimum number of players in the match.
- **Max Players:** Select the maximum number of players in the match.

## *Create a Match*

The Create a Match menu displays the following options:

- **Ranked Match:** Choose between a ranked match and a player match.
- **Match Type:** Set the game mode.
- **Map:** Select the map. Press the **Y** button to select the number of maps for your match.
- **Public Slots:** Set the number of public slots.
- **Private Slots:** Set the number of private slots that only your friends will be able to join.

When you press the **RB** on your controller you will be able to access the following advanced options:

- **Loop Maps:** Enable or disable looping of maps.
- **Friendly Fire:** Enable or disable friendly fire.
- **Auto Kill When Away:** Enable or disable automatic killing of players who are inactive for more than a minute.
- **Points Limit:** Override the map's default point-limit settings.
- **Time Limit:** Override the map's default time-limit settings.

## *Leaderboards*

This screen allows you to access leaderboards for various game types and statistic types.

# Register this game now and stay in the know!

It's simple: Go to [www.ubireg.com](http://www.ubireg.com) and register your product, and you will receive a coupon code good for 10% off your next purchase at the Ubisoft online store. You can also get exclusive game updates, participate in surveys, and win cool prizes! Look for the details on [www.ubi.com](http://www.ubi.com)!

Thanks,  
The Ubisoft Team

**Call of Juarez™**  
**Proof-of-Purchase**



**© 2007 Techland. All Rights Reserved. Published and distributed under license from Techland. Call of Juarez is a trademark of Techland and is used under license. This manual and product are protected by copyrights. No part of this manual or the program described may be reproduced, transmitted or translated in any form or by any means for any purpose other than the purchasers' personal use, without the express written permission of Techland. All the information contained within was true and current at the moment of production. Techland does not accept responsibility for any damage caused by its use. Techland reserves the right to change any part of the instructions.**

# NOTES