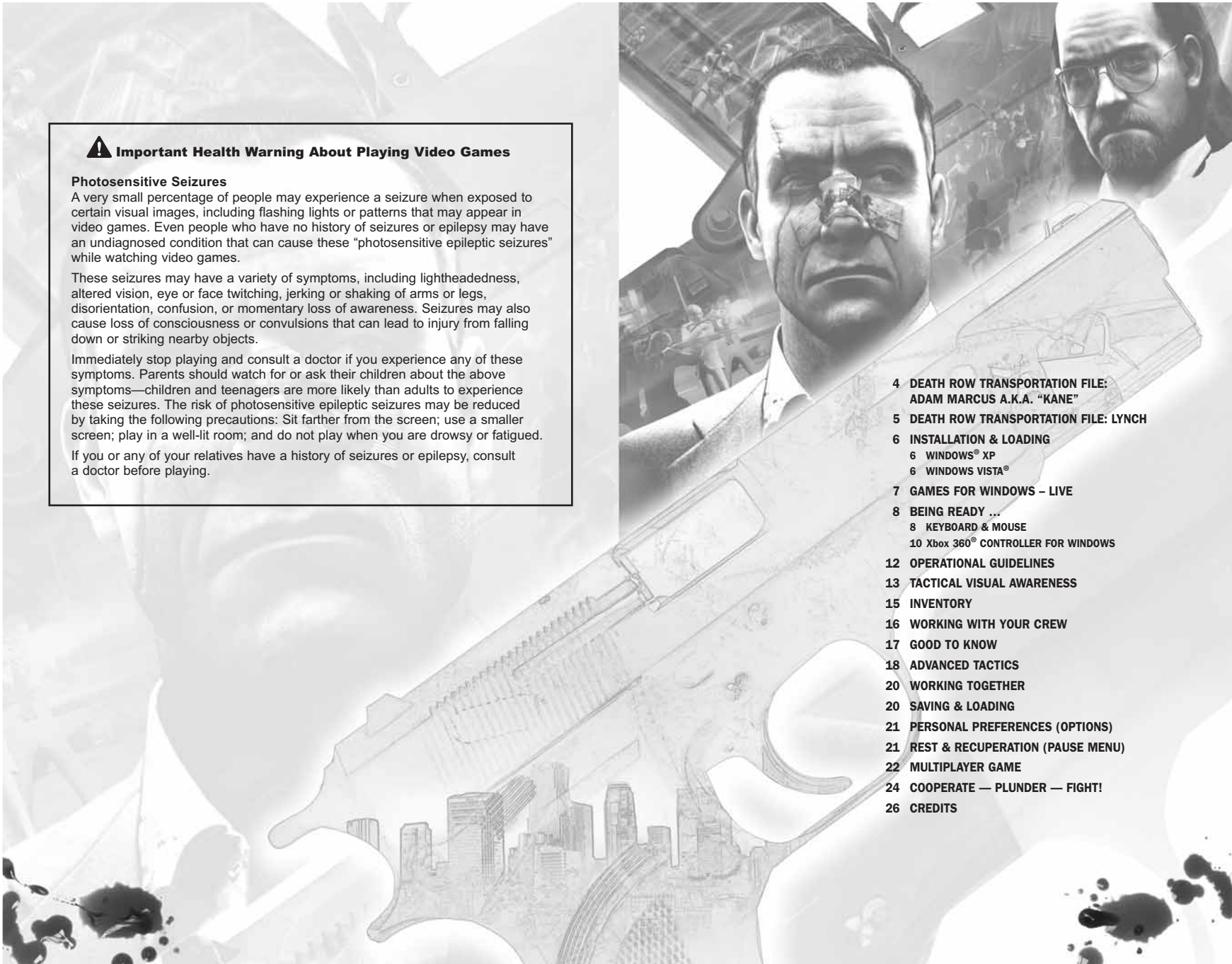
**Important Health Warning About Playing Video Games****Photosensitive Seizures**

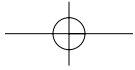
A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic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

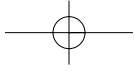
Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced 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.

- 
- 4 DEATH ROW TRANSPORTATION FILE:
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DEAR JENNY,
I'VE BEEN TRYING TO WRITE YOU THIS LETTER FOR 14 YEARS. TODAY IS
MY LAST CHANCE. THIS AFTERNOON I WILL PAY FOR MY MISTAKES WITH
MY LIFE. IT'S ONLY FAIR. AS YOU KNOW IF YOU READ THE PAPERS
OF IT IS TRUE. I SHOULD REGRET IT ALL. I SHOULD BE SCARED. MOST
DYING. BUT I'M NOT. I CAN'T ANYMORE. THE ONLY FEELING I HAVE LEFT
IS REGRET. REGRET THAT I'LL NEVER GET TO KNOW YOU. YOU ARE ALL
THAT MATTERS. SORRY I NEVER UNDERSTOOD.
YOUR FATHER. KANE





DEATH ROW TRANSPORTATION FILE:
ADAM MARCUS A.K.A "KANE"

LAST NAME:	Marcus
FIRST NAME:	Adam
ALIAS:	Kane
RACE:	Caucasian
NATIONALITY:	British citizen
D.O.B.:	Aug 27, 1969
SEX:	Male
EYE COLOR:	Blue
HEIGHT:	1.80m/5ft 11in
IDENTIFIERS:	Distinctive scar running down through right eye

CRIMINAL HISTORY — OFFENSE CATEGORY:

Adam "Kane" Marcus has been found guilty of the manslaughter of 25 Venezuelan citizens. He is sentenced to death and awaits transportation to death row.

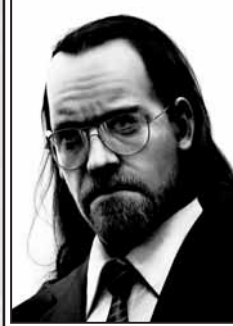
CASE NOTES:

Kane's son died at the age of four in a tragic accident when he got hold of his dad's gun. Kane's wife blamed her husband for the death of their son and left him.

Kane has not seen his daughter since she was five years old.

Several years later Kane became a member of The7, the most powerful clan of mercenaries in the world. Working with them, he fought in the world's troublespots for the highest bidder until a mission in Venezuela went badly wrong: an action resulting in the deaths of 25 Venezuelan citizens.

Kane was the only survivor from the mercenary group. It is rumored that he escaped with a vast amount of loot. There is little evidence of what happened to this haul. Kane was arrested soon after his return to the USA. He was found guilty of the accused crimes and sentenced. The money was never found.



DEATH ROW TRANSPORTATION FILE:
LYNCH

LAST NAME:	(Unknown)
FIRST NAME:	Lynch
ALIAS:	n/a
RACE:	Caucasian
NATIONALITY:	American citizen
D.O.B.:	Jan 12, 1966
SEX:	Male
EYE COLOR:	Green
HEIGHT:	1.85m/6ft 1in
IDENTIFIERS:	Heavy build

CRIMINAL HISTORY — OFFENSE CATEGORY:

Lynch was found guilty of the murder of his wife. He is sentenced to death and awaits transportation to death row.

CASE NOTES:

Lynch was interviewed after he received the death sentence for killing his wife. He remained calm throughout the interview, pointing out that he had only admitted his crimes in court on the advice of a lawyer, and added that he was innocent. Lynch represented himself as a perfect husband, but when it was pointed out that this did not actually coincide with the crimes that he admitted having committed, he responded excitedly and forcefully that he had given everything to his wife.

Lynch displays all of the common characteristics of schizophrenia. It is strongly advised that Lynch be considered highly dangerous to prison security staff and other prisoners.

INSTALLATION & LOADING

WINDOWS® XP

1. Make sure the system requirements and specifications shown on the game pack match those of your machine.
2. Place the KANE AND LYNCH: DEAD MEN™ disc into your computer's drive. The disc should autorun and take you to the installation screen.
If autorun is disabled on your machine:
 - Double-click MY COMPUTER on your Windows desktop.
 - Double-click the drive. The installation screen should appear. Otherwise, double-click SETUP.EXE.
3. If the game has not yet been installed, the installation screen will include an INSTALL option. Select INSTALL to begin the installation process.
4. Follow all on-screen instructions to complete the installation.

LOADING THE GAME ON WINDOWS XP

Place the KANE AND LYNCH: DEAD MEN™ disc in the drive and select START/PROGRAMS/EIDOS/KANE & LYNCH: DEAD MEN.

WINDOWS VISTA®

1. Make sure the system requirements and specifications shown on the game pack match those of your machine.
2. Place the KANE AND LYNCH: DEAD MEN™ disc into your computer's drive. The disc should autorun and take you to the installation screen.
3. When the USER ACCESS CONTROL menu appears, select CONTINUE.
 - If you are not already logged into a Windows Vista user account with administrator rights, you will be asked to provide the Username and Password of such an account.

LOADING THE GAME ON WINDOWS VISTA

Once the game is installed and you're ready to play, follow these steps:

1. Click the WINDOWS Button.
2. Click GAME EXPLORER.
3. Double-click PLAY KANE & LYNCH to start the game.

IMPORTANT NOTE REGARDING GRAPHICS & HAVING THE BEST POSSIBLE GAME EXPERIENCE

KANE AND LYNCH: DEAD MEN™ uses some of the most advanced rendering techniques available today for special effects and to achieve real-time performance for a great game playing experience. The game was largely developed and tested on NVIDIA GeForce 7 Series graphics cards. On a GeForce 7600 or better you will be able to turn on all of the special effect features at higher resolutions in the game.

The intended experience can be more fully realized on NVIDIA GeForce 8 Series graphics hardware.

GAMES FOR WINDOWS – LIVE

Games for Windows – LIVE and Xbox LIVE® are part of the first and most comprehensive online entertainment network in the world, uniting gamers on Xbox 360 and select Games for Windows – LIVE titles. The LIVE service connects millions of gamers in 25 countries, making it easy for gamers to find friends, games, and entertainment on either platform. When you become a member of LIVE, you can see your Friends' games and activities, communicate with other members, and track gaming achievements. Become a Gold member to receive additional benefits, such as sending and receiving invitations to multiplayer games. Go to www.gamesforwindows.com/live for more information about LIVE and availability of LIVE in your region.

CONNECTING TO LIVE

To connect to Games for Windows – LIVE, you need a high-speed Internet connection and a gamertag. If you already have a gamertag, you have what you need to connect to Games for Windows – LIVE. If you don't have one, you can get one for free. For more information, go to www.gamesforwindows.com/live.

FAMILY SETTINGS

Family Settings in Games for Windows – LIVE complement Windows Vista parental controls. Manage your child's access and experience with easy and flexible tools. For more information, go to www.gamesforwindows.com/live/familysettings.

BEING READY...

In your line of work, danger is paramount. In actions fraught with peril, knowing how to be in control of every possible situation is a very important skill to learn.

KEYBOARD & MOUSE

This is your main device for maintaining control. Become familiar with all aspects of this equipment — fast reactions might just save a life.

MOVEMENT

A merc must be ready to move in a heartbeat. A moving target is always harder to hit than a stationary one.

ACTIONS	CONTROLS
Movement	W/A/S/D keys
Walk	Shift key
Sprint	Spacebar
Perform action	E key
Camera	mouse
Crouch/Sneak	Caps Lock key (toggle)

WEAPONS

A good merc must be well versed in the use of firearms and grenades. Getting them before they get you will help keep you alive.

ACTIONS	CONTROLS
Fire weapon	left mouse button
Aim	right mouse button
Sniper Scope zoom in/out	right mouse button
Throw grenade	G key
Fast Rifle/Pistol switch	mouse wheel
Fast grenade switch	Q key

AWARENESS

Hazardous situations don't always come head-on! Always be aware of your surroundings, ammo counts and the tasks in hand — it will make you more efficient.

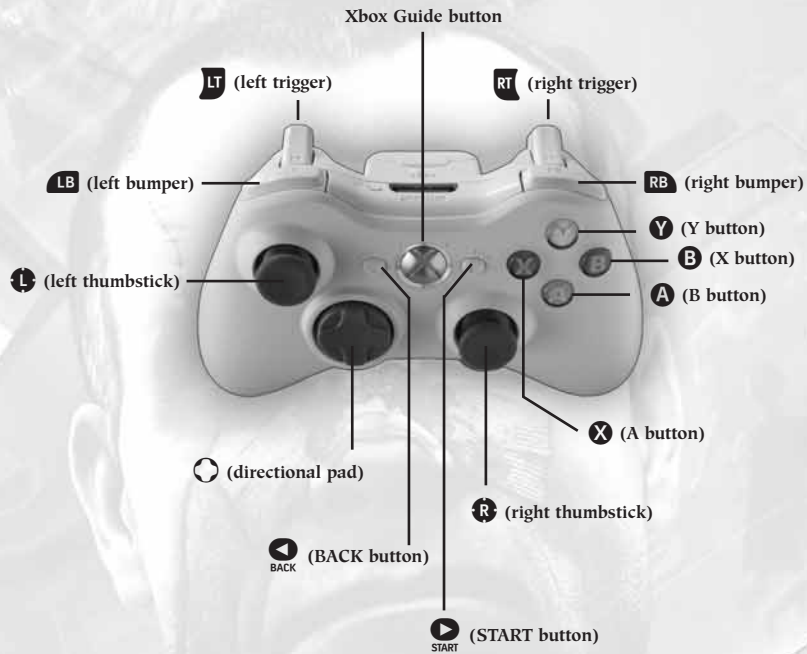
ACTIONS	CONTROLS
Radar/Objective	M or Z key
Open Inventory	mouse button 3 or C key
Pause	Esc key
Display Objectives/Briefing	B key

CREW CONTROLS

Heists are never easy and can rarely be completed alone. Good leadership qualities and understanding effective tactical positions are essential for keeping yourself and your crew alive.

ACTIONS	CONTROLS
Scroll through crew members	Tab key
Order individual "Regroup"	1 key
Order crew "Regroup"	1 key (hold)
Order individual "Fire at my mark"	2 key
Order crew "Fire at my mark"	2 key (hold)
Order individual "Move in"	3 key
Order crew "Move in"	3 key (hold)

Xbox 360® CONTROLLER FOR WINDOWS



MOVEMENT

ACTIONS	CONTROLS
Movement	L
Sprint	Click L while moving
Perform action	A
Camera	R
Crouch/Sneak	LB (toggle)

WEAPONS

ACTIONS	LAYOUT 1	LAYOUT 2
Fire (pull gently to aim)	RT	RT
Aim	LT	LB
Sniper Scope zoom in/out	LT / RT	LT / RT
Throw grenade	RB	LT
Fast rifle/pistol switch	LT	LT
Fast grenade switch	LT	LT

AWARENESS

ACTIONS	CONTROLS
Radar/Objective	Click and hold L when stationary
Open Inventory	Click and hold R
Pause	START
Display Objectives/Briefing	BACK

CREW CONTROLS

ACTIONS	CONTROLS
Scroll through crew members	LT / RT
Order individual "Regroup"	X
Order crew "Regroup"	X (hold)
Order individual "Move in"	B
Order crew "Move in"	B (hold)
Order individual "Fire at my mark"	Y
Order crew "Fire at my mark"	Y (hold)

OPERATIONAL GUIDELINES

You must complete the following procedures to achieve operational initialization.

The Main Menu presents three options: CAMPAIGN, MULTIPLAYER and OPTIONS.



CAMPAIGN

Select CAMPAIGN to start a new game or continue a saved game. Selecting this option leads to the Briefing Screen.

BRIEFING SCREEN

This screen provides full on-screen operational information, including:

CHAPTERS

The game is divided into Chapters that you must complete in sequence. Once you successfully complete a Chapter and save it, you can replay it from this screen.

- Chapter Two is specifically structured for Training.

GAME MODE

The game has two Campaign modes: SINGLE PLAYER and TWO-PLAYER COOPERATIVE.

DIFFICULTY LEVEL

You can play the game on three different skill levels: ASPIRIN, CODEINE OR MORPHINE. Each higher level increases the game's difficulty.

BRIEFING

Briefing text provides full details of the objective.

- Read the briefing notes to get an overview of Chapter objectives.

TACTICAL VISUAL AWARENESS



- | | |
|-----------------------------------|-------------------|
| 1 Weapon Aim Icon | 3 Crew Controls |
| 2 Radar/Next Objective/Cameo View | 4 Weapons Carried |

To be an effective merc, you must be able to visually assess a situation quickly. The screen above is from a stolen CCTV video tape of a previous heist. It illustrates the detailed information you need to absorb rapidly in order to be most efficient.

WEAPON AIM ICON

This icon locates where your weapon in hand is aiming.

PISTOLS/RIFLES/MACHINE GUNS

- Use the Mouse View control or **R** to aim.
- Use the right mouse button or **RT** to zoom in for a precise shot. The icon changes to a crosshair, or to a Sniper Scope when you're using a sniper rifle.
- Fire the weapon with the left mouse button or **LT**.

FIXED WEAPONS

Fixed weapons such as heavy duty machine guns are also available.

- Approach the fixed weapon.
- Press the E key or **A** when prompted to assume control.
- Aim and fire as normal.
- Press the E key or **A** again to leave the fixed weapon.

GRENADES

You can throw grenades at varying distances, indicated by a series of one to six marks on screen.

- Select the target and aim the grenade.
- A quick tap on the G key or **RB** produces a small charge (shown as dots) and rolls the grenade a short distance.
- A longer press on the G key or **RB** produces a higher charge and launches the grenade in a longer, more powerful arc.
- Press the E key or **A** while a grenade is charged to cancel the charge.



AMMO

The ammo figure reduces as the weapon is fired. When that figure turns red, your ammo is low. If you wait to reload until you reach the end of the clip/magazine, or remain stationary for a period of time, you will auto-reload. This takes much longer than manually reloading, and you will be powerless in those vital life-threatening moments.

- If carrying extra ammo, press the R key or **A** to force a reload.
- If there is no extra ammo in the Inventory, you must find more ammo or get it from a fellow crew member. The Ammo icon is displayed if ammo is available in Inventory or a fellow crew member has extra ammo.

**RADAR/NEXT OBJECTIVE MARKER/
CAMEO VIEW**

This is a very useful device that gives information on what's going on around you and keeps you focused on your main objective.

- Click and hold the M key or **Ⓜ** (when standing still) to open the Radar Screen/Next Objectives Marker.
- A radar-style graphic pops up in the center of the screen, showing the relative positions of any allies/crew members (white markers), and the general direction to the next objective (green marker).
- This graphic also provides a cameo animated view of important events as they unfold (such as a fellow crew member getting wounded). These events may influence your future actions.
- When you release the M key or **Ⓜ**, an Objectives marker remains on screen, showing the direction to the objective.

**INVENTORY****CHECKING INVENTORY**

- Open your inventory by clicking and holding the mouse wheel or **Ⓜ**. The Inventory appears as a large format graphic in the center of the screen, where you to select whatever you require.
- Select an item using the movement controls or **Ⓜ**. Once you select an item, the Inventory graphic minimizes and drops to the lower right of the screen.

SWAPPING WEAPONS/INVENTORY

Another life-saving tactic you'll find useful is swapping weapons and items with other crew members.

- Stand close to another crew member.
- Open your Inventory. An outer circle of weapons/items will appear. This is your crew member's Inventory.
- Select the item you want using with the movement controls or **Ⓜ**. That item/weapon will be put into your hands. The weapon you are carrying will be transferred to the other crew member.

WORKING WITH YOUR CREW

CONTROLLING A CREW

In this line of work you must frequently give effective tactical orders to a crew.

This Crew Control graphic in the upper right of the game screen displays your backup and lists the crew members who are there with you.


- Scroll through available crew members by pressing the Tab key or  / .

Names of individual crew members appear in the panel when highlighted. You can select an individual and give him one of three commands:







- **RETURN TO ME:** Press the 1 key or .



- **ATTACK THIS LOCATION OR TARGET:** Press the 2 key or  while pointing to a specific location with the aim cursor.



- **MOVE TO THIS LOCATION:** Press the 3 key or  while pointing to a specific location using with aim cursor.

- Hold down the 1, 2 or 3 key or ,  or  to issue that button's order to your whole crew.
- When you issue an order, you get a verbal response from the crew member(s).
- If a crew member icon turns red, that character is wounded. You need to restore him before he can respond to your order and continue with the operation.

RESTORING WOUNDED CREW MEMBERS

In a firefight, crew members get shot; there's no avoiding that plain fact. When hit, they will slow you down or stop you from completing the objective. The Crew Control graphic turns red and a red cross appears on screen, locating where that crew member is lying wounded.


You must make sure the wounded crew member can carry on through to the objective by administering a large dose of adrenaline; this will boost the individual rapidly back into action. You must act quickly and decisively, because you only have a limited amount of time to complete this task before the wounded man dies.


If you are wounded, then crew members will try to heal you, but you must be within their reach. If you have strayed too far and they are faced with a tough fight to get to you, they will find it hard to heal you before you die.

Your supply of adrenaline boosters will run out, so exercise caution when administering them. Be clear on this: too many injections in a short span of time will result in death by overdose.


GOOD TO KNOW

ACTION KEY/ACTION BUTTON


There are a wide variety of "actions" you must carry out successfully if you are to do your job, from Silent Takedown (stealth attack), climbing ladders and using elevators to more specialist, SWAT-type actions such as rappelling down buildings. You perform all these actions using the Action E key or Action button .


- Stand close to the action area. Text will appear on screen naming the action.
- Press the E key or  to perform the action

RELOADING

Action key E or Action button  also forces a reload of your weapon in hand, but this does not impede any other more important action, such as climbing a ladder.

SILENT TAKEDOWN

A stealth attack on an unsuspecting enemy can also be carried out with the E key or .

- Approach the target (preferably from behind) and press the E key or . The enemy will be neutralized silently in the most efficient way.

SUBTITLES

Subtitles are useful for gathering tactical intel during the noise or fog of a job in progress. Even if you miss something important spoken into your earpiece, subtitles will read out the same information on screen.

ADVANCED TACTICS

FIRE ON THE MOVE

Firing any weapon on the move results in increased inaccuracy, and will draw attention to yourself. Unless you're carrying a large amount of ammo and want to escape from a life-threatening situation, you'd be wise to concentrate on moving from cover to cover rather than firing on the move.

USE COVER

Good use of cover will save your life. Use available cover in all firefights. All hand weapons and grenades can be used from cover. Cover comes in two basic forms: high (such as standing behind a pillar) and low (crouching behind a desk or low wall).



- Get very close to the cover you want to use in combat and you will snap into cover mode.
- Firing your weapon (or throwing a grenade) without aiming will "blindfire" — not the most accurate firing solution, but it helps to keep an enemy's head down.
- Briefly lean out of cover with the mouse or **L** to take a more accurate (but more exposed) shot.
- When in a narrow cover or behind a pillar, switch sides quickly by turning left/right with the mouse or **Left/Right**. You can perform this action in both cover and blind fire modes.
- Walk away from the cover object to exit Cover Mode.

KEEP CLOSE TO YOUR CREW

Always be aware of the position of all members of your crew and what their situation is (under fire, awaiting orders, etc.). The further an individual strays from the crew, the more dangerous the situation becomes, and the intrinsic strength of the crew is undermined. If an individual takes a hit at some distance from other crew members, he may find they cannot get to him in time to administer a life saving shot of adrenaline.

"CALL AND COVER"

Crews must be used to maximum effect in a combat situation. When a crew is not under fire, progress through a combat zone must be by use of "call and cover." In a crew of four, two crew members take up a forward position in good cover, then call the other two members to take up a new forward position. If attacked, one pair can provide cover fire to protect the other pair. The second pair then position themselves in good cover, call forward the second team, provide cover for them, and so on.

CREW FLANKING FIRE

When a crew is under fire, a main tactic is to try to outflank an enemy position with one, two or three crew members. Moving to the flanks gives the crew a better shot at the enemy position, and provides flanking or crossfire to destroy that defensive position so the other crew member(s) can make progress. When in position to make a kill, remember that a head shot is more effective than a body shot.

FIXED WEAPONS COVER FIRE

If you have use of a fixed weapon (e.g. a high-caliber machine gun) in combat, make sure it is deployed to keep enemy heads down and help the crew make progress without being fired upon. Fixed weapons are powerful and can destroy or demolish some enemy defensive positions and adjacent explosive items.

TACTICAL USE OF SMOKE GRENADES

If you are forced to advance through a hazardous position that does not provide adequate cover, you must resort to smoke grenades. Throw a smoke grenade to blind the enemy and give yourself or your crew temporary cover to sprint forward. The enemy will still fire into the smoke, but they will not have 100 percent accuracy. Make sure you can define your next cover position before you run into the smoke; otherwise you might get lost.

USE EXPLOSIVE ITEMS

Be aware of your environment and look out for anything that might have an explosive potential, such as a gas canister or petrol tank in a vehicle. These items can be fired upon and will do extensive damage to individuals close to them. Similarly, beware of standing too close to these items, because your opponents might use the same tactic on you.

THROW BACK GRENADES

If an enemy throws a grenade at you, you will have a short space of time to act: run, take cover or, if you're very fast, throw the grenade back at them. If a grenade lands close to you, the Action button will be available, allowing you to throw the grenade back (press the E key or **A**).

WORKING TOGETHER

In this business, having someone watching your back can mean the difference between living and dying. When planning something big, it's always good to consider who you can trust to help you with the job in hand.

PLAYING TWO-PLAYER COOPERATIVE MODE

1. Select **CAMPAIGN** from the Main Menu.
2. Select **GAME MODE/COOPERATIVE PLAY** from the Briefing Screen. This gives both players equal on-screen control on a shared split screen display:
 - Both members must perform their duties and look out for each other. Stay close, remain in sight, don't wander off, and help each other. If involved in a gunfight, give covering fire and back up. Most importantly, communicate with each other to get the job done.
 - Each member will have individual objectives to perform for the success of the job at hand. These objectives are clearly listed on the Co-operative Play Briefing screen.



WARNING

Because of the extreme stress involved in this line of work, members may possibly show signs of severe psychosis. This can make them have delusional visions and put them into varying physical states.

SAVING & LOADING

SAVING

The game automatically saves your progress at the end of every Chapter.

LOADING

Saved games are loaded automatically when you begin a Campaign.

PERSONAL PREFERENCES (OPTIONS)

Doing your job efficiently relies on being prepared. You should always enter a heist knowing that everything is how it should be.

All players have personal preferences (options) that they can adjust or change. Select **OPTIONS** from the Main Menu. This opens a menu where you can view and adjust the following options and settings:


- **VIDEO** (Brightness/Gamma/Show Blood/Subtitles)
- **AUDIO** (Effects, Speech, Music, Ambience, Movie Volume)
- **CONTROLS** (Turn Speed, X-Axis, Y-Axis, etc.)
- **LAYOUT** (Single Player/Co-operative Play Layout, Online Layout)
- **SAVE GAMES**
- **CREDITS**

KANE AND LYNCH: DEAD MEN™ SOUNDS BEST ON SOUND BLASTER®

The sound effects in **KANE AND LYNCH: DEAD MEN™** are enhanced with **EAX® ADVANCED HD™** environment audio to give you the ultimate audio experience on supported hardware. To experience the full audio effect of **KANE AND LYNCH: DEAD MEN™**, you must turn on **OpenAL** in the audio option screen of the game and have one of the **Sound Blaster® X-Fi™** series sound cards.

For more information on Sound Blaster X-Fi sound card, please go to: <http://soundblaster.com>

REST & RECUPERATION (PAUSE MENU)

It's always good to try and give yourself a second – especially when the bullets are flying! Press the Esc key or  to open the Pause Menu. This suspends all action and gives you options to:

- **CONTINUE** (return to the job).
- **RESTART SCENE** from the last checkpoint.
- **RESTART CHAPTER** from the beginning.
- **ACCESS OPTIONS.**

MULTIPLAYER GAME

GAME RULES

STARTING & WINNING

All players start together as an alliance of mercs that have to pull off a heist.
The winner of Fragile Alliance is the player that leaves the heist with the most money.

THE SCORE/BECOMING A TRAITOR

The surviving mercs in the alliance share the score from the heist. Traitors do not share their money with anyone. Killing one of your own makes you a traitor.

So, if you carry a big score and wanna keep it for yourself, you have to become a traitor. It's this kind of greed that breaks the alliance.

But on the other hand, any player gets an instant reward for killing a traitor.

IF YOU DIE

If you die, you respawn as a guard and have to stop mercs from escaping the heist. The guards can also secure the stolen loot, and will get a 10% finder's fee for all the money they pick up.

If you take personal revenge and kill the traitor that killed you, you get a bigger reward.

YOUR GOAL

In Fragile Alliance, it pays to work together most of the time. The trick is to know when it's the best time to break the alliance, kill one of your own, become a traitor and keep the score for yourself.

Good luck!

NO HONOR AMONG THIEVES...

1. Select **MULTIPLAYER** from the Main Menu. Doing this opens the Multiplayer Main Menu. This screen also allows access to Game Rules, Leaderboards and Game Stats
2. Select **FRAGILE ALLIANCE**.
3. Select the type of Multiplayer game:
 - **RANKED MATCH** (Quick Match/Custom Match/Host A Match)
 - **PLAYER MATCH** (from Quick Match/Custom Match/Host A Match)
 - **LIST PLAY** (Play for fun on Windows – LIVE. No Gold Account required.)
 - **SYSTEM LINK** (from Quick Match/Custom Match/Host A Match)



- 1 Player List
- 2 Radar/Objectives

- 3 Total Money Secured
- 4 Weapon/Ammo

On this specific heist, eight bank robbers were available. Eight was deemed the maximum number for a job like this.

COOPERATE — PLUNDER — FIGHT!

HOW TO WIN

Escape with the most cash after your chosen number of heists (3-10).

LOYALTY

Sometimes it pays off. Players in the alliance share the money equally between them.

BETRAYAL

If you kill another player, you are out of the alliance and marked a Traitor.

UPSIDE TO BEING A TRAITOR

You don't have to share with anybody and you have a chance of getting away with more than all the other suckers.

DOWNSIDES TO BEING A TRAITOR

- **THE REVENGE-REWARD** — Getting out won't be easier. The player you killed respawns as a Kevlar-clad policeman with a hefty Reward on your head.
- **THE TRAITOR-REWARD** — The remaining alliance members are free to kill you — they even get a Reward for it.
- **VISIBLE NAME TAG:** Your name tag will shine orange and be visible through walls — everybody will be have an easy time homing in on you.
- **VISIBLE NAME TAG:** In the next round, you will spawn slightly to the side — wearing a black shirt — just to warn people about your tendencies.

BEING THE ENEMY

When you get killed the first time, you respawn as police. If you get killed again, you're out for the rest of the round.

UPSIDES TO BEING THE ENEMY

- You still have an excellent chance of winning the round.
- Not only can you collect Rewards, but you can also hinder the alliance to get away with the cash.
- On top of that you can pick up any cash that is dropped by the alliance during the heist — and get an instant finder's fee. Tax-free, of course!

UPSIDE TO BEING RICH

Money Shields: When shot at, the money works as a shield. You can take more shots, but the money will drop from you when it happens. You can either run and die poor — or stand and fight and pick up the cash again.

DOWNSIDE TO BEING RICH

Your name tag will show how much cash you're carrying — so you're a prime target. Get used to it, and think before you pick up \$1 million in front of a bunch of poor suckers.

DOWNSIDE TO BEING POOR

Nobody wants to share their score with you — watch your back!

CROUCHING HIDES YOUR NAME TAG

When in the alliance, you can hide your name tag by crouching. So you can pick up \$1 million and try and sneak off with it — or you can creep up on traitors waiting to ambush you.

DROP MONEY

You can choose to drop money to lower the reason to kill you, or to use it as bait for an ambush.

GET OUT

Run to the extraction point and your getaway vehicle will arrive. Do you dare to take it, with the risk of somebody blowing it up? You can't wait forever, you know. After a short time, the round closes down and you get nothing!

WEAPON AND ARMOR PACKS

Risk your hard-earned money to buy weapon and armor packs. It might be worth it.

BALACLAVA

The higher the placement in the game, the darker the balaclava — making it easy to figure out who you want to keep an eye on.

CHARACTER

The higher TrueSkill rank you have, the cooler character you'll play with.

QUITE EXCLUSIVELY

Number 1 in the world will play as Kane. Number 2 as Lynch.

CREDITS

IO-INTERACTIVE

Game Director
Jens Peter Kurup
Art Director
Martin Kramme Guldbæk

Producer
Hugh Grimley

Associate Producer
Frederik Fusager

Technical Producer
Peter Andreassen

Lead Animator
Martin Madsen

Animators
Arie Doron Meir
Barbara Karolina Bernád
Craig J Christensen
Damien Simper
Martin Poulsen
Michael Lapitskiy
Pia Bojer Larsen
Simon Boscaro
Søren Lumholz
Thomas Peter
Theede Neubert

Lead Character Artist
Marit "Max" Abrahamsen

Character Artists
Charles Hu
Guy Robinson
Jørgen Ørberg
Oskar Lundqvist
Peter von Linstow

Technical Character Artists
Johan Flod
Timothy Evison

Concept Artists
Anders Poulsen
Chandra Larsson
Henrik Hansen
Jacob Østergaard
Jørgen Ørberg
Peter von Linstow
Peter Gornstein
Rasmus "No-go" Poulsen
Roberto Merchesi

Lead Environment Artist
Peter Eide Paulsen

Environment Artists
Alan Cameron Boyle
Bo Heiddelberg
Daniel Ben-Noon
Henrik Kragh
Iryna Pshenychnya
Israfel "Raffy" Abainza
Lothar Weiqian Zhou
Mads H Peitersen
Marek Bogdan
Martin Emborg
Miklos Büte
Oleksandr Pshenychnyy
Stephan Nilsson
Svend Christensen
Thomas Finn
Thomas Storm
Thorbjørn Mangaard

Technical Environment Artists
Sebastian Vlad Lindoff
Tobias Bichl

User Interface Designers
Chandra Larsson
Birgitte Bay Overgaard
Theo Engell-Nielsen

Additional Artist
Daniel Windfeld Schmidt
Allan Hansen
Tom Isaksen

Lead Coder
Peter Andreassen

Coders
Henrik Edwards
James Lee
Jesper Christiansen
Jim Malmros
Jonas Meyer
Martin Gram
Martin Harring
Morten Heiberg Rasmussen
Morten S. Larsen
Rasmus Hartvig
Rasmus Sigsgaard
Theo Engell-Nielsen

Lead Online Coder
Kasper Storm Engelstoft

IO-INTERACTIVE (continued)

Online Coders
Jens Skinnerup
Nis Haller Baggesen
Paul Onac
Rune Vendler
Stein Nygård
Thomas Riisbjerg

External Consultants
Frank Snowden Hickman
Jens Skinnerup
Rune Vendler

Lead Level Designer
Thor Frølich

Lead Online Game Designer
Kim Krogh

Co-Op Level Designer
Markus Friedl

Level Designers
Jacob Mikkelsen
Jamie Benson
Jesper Donniss
Jonas Lind
Michael Heilemann
Morten "Mazy" Hedegren
Ole Steiness
Oleksandr Pshenychnyy
Thomas Løfgren
Torbjørn V Christensen

Additional Level Design
Jeremy C. Petreman
Trey Turner

Additional Pre-Production
Jeremy C. Petreman
Karsten Lund
Mads Prahm

Localisation
Oliver Winding

Management
Janos Flösser
Niels Jørgensen
Rasmus Kjær
Steffen Toksvig

Outsourcing Manager
Christine Thaarup

QA Manager
Janus Rau Møller Sørensen

Lead QA
Bjørn Meldal

QA
Jonas Carlsson
Klavs Køfod
Lars Lüning
Mikkel Havmand
Natasza Ashkanani
Petronela Cimpoesu
Thomas Møller

Additional QA
Alan Windfeld Schmidt
Anja Stensrud Wedell
Anupam Palit
Christian Egense Jørgensen
Christian V. Hjelm
Daniel Duh
Daniel Windfeld Schmidt
Gustav Emanuel Carlsson
Jakob Levring
Jakob Mygind Jensen
Jakob Vestergaard Pedersen
Jakob Rød
Jens Nirme
Jon Grinde
Kristian Rise
Laura Burbaite
Mads Rahbæk
Maksimilian Duks
Mikkel Dalfoss
Onur Karademir
Stephan Windfeld Schmidt
Stine Munch
Ulas Karademir
User Experience Assistants
Ann-Britt Viola Samuelsen
Frederikke Høegh-Guldborg Hoff

Script Writers
Jens Peter Kurup
Martin Madsen
Oliver Winding

Script Writer Consultant
Lars Detlefsen, DFI
Additional Writer
Greg Nagan

Sound Director
Frank Lindeskov

Lead Sound Designer
Simon Holm List

Sound Designers
Ivan Brandt
Jens Peter Brodersen
Michael Ziegler
Peter Wendelboe Hansen
Thomas Bärtschi
Thomas "Tomzen" Dietl

Additional Sound Designer
Rolf Auhagen

Sound Coders
Asger Friis-Vigh
Aleksandr Dubinskiy
Neil Coxhead
Torsten Kjær Sørensen

IO-INTERACTIVE (continued)

Support
 Anders Nielsen
 Anni Greve Andersen
 Foad Mojib
 Charlotte Delran
 Cæcille Heising
 Else Andersen
 Genevieve Ripeau
 Jakob Bondesen
 Jannik Kølbeek
 June Bonke Nielsen
 Leonard Campell
 Line Bundgaard
 Mette Agerbæk
 Morten Borum
 Niels Jørgensen
 Niels Ole Sørensen
 Peter "Fleck" Fleckenstein
 Rasmus Hjarup
 Søren Reinhold Jensen
 Tatiana Højengaard
 Thomas Howalt
 Torben Wennergren
 Ulla Goldberg

IT Development
 Fredrik Ax
 Jonas Nielsen

IT Support
 Chris Edgar
 Martin Schröder
 Michael Andersen
 Ulf Maagaard

Max Scripting
 Petronela Cimpoesu
 Physics Coders
 Andreas Thomsen
 Micky Kelager Christensen

Platform Coders
 Gil Megidish
 Jon Rocatis
 Jens Skinnerup
 Peter Marino

Render Coders
 Henning Semler
 Jens Bo Albretsen
 Kasper Høy Nielsen
 Mircea Marghidanu
 Morten Mikkelsen

Tools Coders
 Andreas Öberg
 Matias Dons Dollerup
 Michael Bach
 Peder Holmgaard Pedersen
 Thomas Andersen

Additional Coders
 Gyula "Luppy" Szentirmay
 Mads Ø. Olesen
 Simon Mogensen
 Ulf Johansen
 William Nilsson
 Zoltan Buzath

Section Management
 Thomas Hagen Johansen

Technology Coordinator
 Hakan Abrak

EXTERNAL

Music Composed & Produced by
 Jesper Kyd
 Peter Peter
 Peter Kyd

Voice Acting
 Brian Bloom
 Charles Martinet
 Cipriano Iguaran
 Craig Marker
 Dough Boid
 David Acord
 Francisco Hulse
 Jarion Monroe
 Jim Medellin
 Joe Paulino
 J. S. Gilbert
 Louis Landeman
 Mark Athelray
 Max Ewalt
 Melissa Hutchison
 Nobu Ushijima
 Ron Obregon
 Tom Chantler
 Victor Mares
 Vyvan Pham
 Shizuka Ishizaki Nielsen
 Mitsuru
 Sarah Fujita

Voice Casting & Direction
 Khris Brown (KBA Voice Production)

Voice Recording Studios
 Studiopolis
 Outpost Studios
 Polarity Post

Mineloder Team Leads
 XU ZHEN
 LING CHAO

Mineloder Characters
 LI SHEN
 GUO YING
 WU YIQIN

Mineloder Environment Art
 ZHOU WEI
 WANG DAKAI
 YANG JIUPING
 CHANG NING
 ZENG QINGXUE
 SHI QUANGUI
 ZHANG RONG
 WANG FEI
 XIAO QING

Motion Capture Casting
 Pernille Lembcke

Motion Capture Actors
 Adam Brix Shächter
 Dan Johansson
 Tao Hildebrand

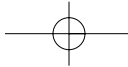
Motion Capture Studios
 Centroid 3D Group
 Ghost A/S

Stand-in Models
 Line Greve
 Thida Katiyaporn

3D Face Models
 Anders Jung Remark
 Mikkel Guldbæk
 Sarah Fujita
 Shizuka Ishizaki Nielsen

Physics Middleware Provider
 Havok

Network Middleware Provider
 Quazal



NOTES

EIDOS INC.

*CEO & President,
Eidos North America*
Bill Gardner

*Executive Vice President
of Sales & Marketing*
Robert Lindsey

*Vice President,
Legal & Business Affairs*
Joe Cademartori

Vice President of Finance
Malcolm Dunne

*Vice President
of Human Resources*
Edie Dykstra

*Vice President
of New Business Development*
Dave Clark

Director of Marketing
Matt Gorman

Senior Marketing Manager
David Bamberger

Director of Public Relations
Michelle Seebach Curran

Public Relations
Jennie Sue
Oonagh Morgan
Stanley Phan

*Senior Media, Promotion
& Partnerships Manager*
Micheal Tran

Creative Director
Karl Stewart

Creative Services Project Administrator
Julie Moretti

Graphic Designer
Connie Cheung

Junior Graphic Designer
Chris Cheng

Web Producer
Roderick van Gelder

Web Designer
John Lerma

Web Developer
Danny Jiang

National Sales Director
Joe Morici

Regional Sales Manager
Holly Robinson

Senior Sales & Marketing Analyst
Ilana Budanitsky

Legal & Business Affairs Manager
Clint Waasted

Channel Marketing Manager
Leon Harmon Jr.

Channel Marketing Specialist
Rafal Dudzic

Channel Marketing Representative
David Bushee

Operations Manager
Gregory Wu

*Director of North American
Development Relations*
Nick Goldsworthy

Project Manager
Clayton Palma

Assistant Producer
Kari Hattner

Product Specialist Supervisor
Jeff Lowe

Product Specialists
Tom Bengford
Stephen Cavoretto
Nick Coopriker

*U.S. Mastering
& Submissions Supervisor*
Jordan Romaidis

Event Specialist
Rudy Geronimo

Senior Business Development Manager
Tom Marx

New Media Project Administrator
Francesca Zuleta

*Manual by
Hanshaw Ink & Image*

Special Thanks
Sandy Labrec
Brian Venturi
Barnaby Go
Richard Campbell
Jeff Schabowski
Tali Fischer
James O'Riordan
Annie Meltzer
Adrian Askarieh
Jeane Wong
Dana Whitney
Juan Castro
Barbara Gamlen
Molly Passanisi
Kim Bach Le
Amy Lovelace
Linda Philapil
Andrew Conway
Ed Meagher
Trisha Lindsley
Stephan Murray
Rob Eisenhardt
Ryan Duffy
Robert Kilburg
Stephen Gregory
Chris Johnston
Anders Lovell
Bruce Malone
Jenn Bass

