THE CHRONICLES OF

RIDDICK
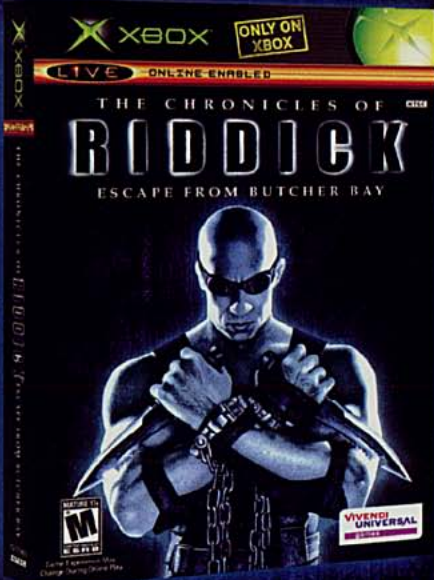
ESCAPE FROM BUTCHER BAY

XBOX

LIVE ONLINE ENABLED

THE CHRONICLES OF
RIDDICK
ESCAPE FROM BUTCHER BAY

"The Best-Looking Xbox
Game We've Ever Seen.
And We've Seen Them All."
–*Official Xbox Magazine*

www.riddickgame.com

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TIGON
Studios

MATURE 17+

M

Blood
Intense Violence
Strong Language

ESRB CONTENT RATING   www.esrb.org
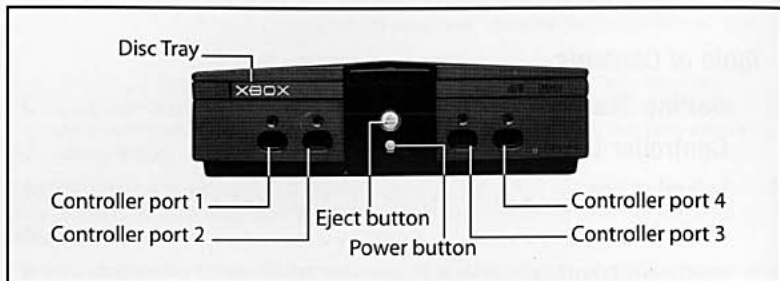
XBOX

X

LIVE ONLINE ENABLED

MEN OF VALOR

MATURE 17+

M

CONTENT RATED BY
ESRB

2015

VIVENDI
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games

GETTING STARTED

USING THE XBOX® VIDEO GAME SYSTEM

Disc Tray

XBOX

Controller port 1
Controller port 2
Eject button
Power button
Controller port 4
Controller port 3

1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the Power button and the status indicator will light up.
3. Press the Eject button and the disc tray will open.
4. Place the *Men of Valor*™ disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *Men of Valor*.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE
To avoid damage to discs or the disc drive:

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

Connecting to Xbox *Live*™

Take Men of Valor Beyond the Box
Xbox *Live* is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play. To determine if Xbox *Live* is available in your region and for information about connecting to Xbox *Live*, see **www.xbox.com/connect** and select your country. See Page 8 for more about Xbox *Live*.

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

CONTROLLER LAYOUT

left trigger
right trigger
Y button
left thumbstick
X button
B button
A button
BACK button
START button
Black button
White button
directional pad
right thumbstick

USING THE XBOX CONTROLLER

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

Controller Setup

CONTROLLER SETUP
SERIAL NO. LSQ7-00-00-C-101 0024   LSXQ/M12

Precise Aim
Fire
Crouch/Prone
Reload
Use
Move
Bandage
Mode/Swap
Score / Objective
Melee Attack
Next Weapon
Pause
Show Names
Look Up/Down
Weapon Menu
RIGHT HANDED

Signed In:
Shepard

BACK
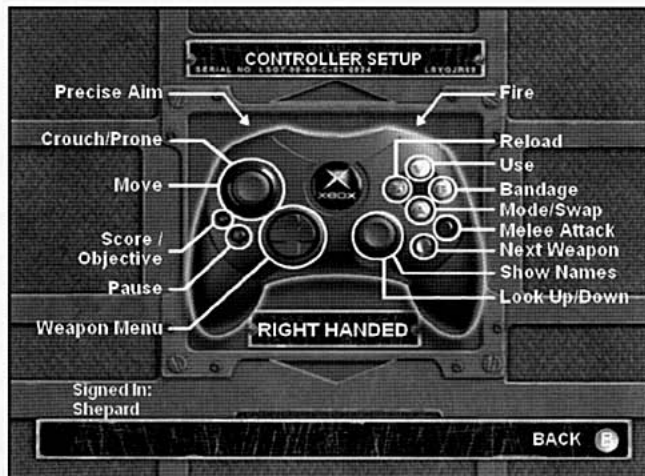
INTRODUCTION

You are a Marine stationed in Vietnam in 1965. You are about to be thrown into the line of fire in the fields, rice paddies, and jungles of Southeast Asia. You won't have time to think about politics, protests, or the threat of world Communism—you'll need to focus all your attention on making sure you and your buddies get back in one piece.

MAIN MENU

New Game – Begin a new Campaign Game.
Load Game – Load a Campaign Game already in progress.
Multiplayer – Create or join a multiplayer game on-line.
Cooperative – Play the Campaign Game with a friend.
Xbox *Live* – Play Men of Valor™ on-line. See Page 8 for more information.
Options – Change the video, audio, and game play settings.
Credits – View the list of Credits

Starting a New Game

Profile Screen – Select New Game from the Main Menu to go to the Profile screen, where you can select or edit an existing profile or create a new one. Your options settings, multiplayer preferences, Campaign Game progress, and other information are stored here.

Campaign – Play the Campaign Game by yourself or cooperatively with a friend.

Map Select – To start a new Campaign Game, select a mission and an operation from the Map Select Screen. Move between the Operation Selection window and the Mission Selection window by pressing left or right on the D-pad. Scroll through your choices by pushing up and down on the D-pad. When you have made your selections, press the Ⓐ button to begin the mission.

Loading a Saved Game – Progress is saved automatically and a saved game file is created when you complete a level. Access saved games by selecting Load Game from the Main Menu when you start a game, or from the Pause Menu during a mission. To load a game, use the D-pad to select the game and press the Ⓐ button to play.

Mission Briefings – At the Mission Briefing Screen you can read and hear about the upcoming mission.

Playing a Mission – As you play, Mission Objectives are displayed as they are issued. They can also be displayed at any time by pressing the ᴮᴬᶜᴷ button. If you complete each objective, you will complete the mission and move on to the next mission. If you fail an objective, you will fail the mission and need to restart the mission.

Mission Debriefing – When a mission is completed successfully, you will be taken to the Mission Debriefing Screen. When the debriefing is over, press the Ⓐ button to go to the Score Screen. When you are finished viewing your score for the mission, press the Ⓐ button to go on to the next mission.

IN-GAME DISPLAY

Reticle – Your Aiming Reticule tells where the shots from your weapon will land. It will expand in size when your shots are less accurate, and will shrink in size when they are more accurate. When you are shot at by an enemy, a quadrant of the reticule will flash yellow to indicate the direction from which the shot came. The reticule will flash red to indicate the direction from which you are hit.

Health Gauge – The Health Gauge is gold when full, and becomes dark red as you take damage. When there is no gold left in the gauge, you will die. The damage you take from bleeding is displayed in flashing red. This red will slowly drain over time, representing loss of blood. To prevent this, press and hold the Ⓑ button to apply first aid.

Weapon Display – This displays the name of your weapon and its fire mode. Below are two numbers: the number to the left indicates the amount of ammunition loaded in your weapon; the number to the right indicates the total number of rounds.

Compass – The yellow line on the rim of the compass is your Objective Indicator, showing the direction you need to go to accomplish your current objective. The compass arrow will fill with yellow the closer you get to your objective.

Objectives – Objectives and other messages will appear briefly next to the Compass when they are received. Review them by pressing the ᴮᴬᶜᴷ button.

PAUSE MENU

Press the ˢᵀᴬᴿᵀ button during game play to bring up the Pause Menu. Move between menu options using the D-pad, and activate the following selections by pressing the Ⓐ button: Return to Game, Settings, Friends List, Restart Map, and Load Game. Press the ˢᵀᴬᴿᵀ button again to return to game play.

MOVING YOUR CHARACTER

Movement – Move around by pushing the left thumbstick in the direction you want to go.

Turning/Aiming – Move the right thumbstick to change the direction you are aiming.

Crouching – Click the left thumbstick once to crouch down. Click it again to stand.

Going Prone – Click and hold the left thumbstick down for one second to lie prone. Click again to go into a crouch. Click and hold to stand from prone position.

WORLD INTERACTIONS

Using Objects
Some objects in the world, like mounted weapons or trap doors, can be used by pressing the 🅨 button.

Booby Traps
The Viet Cong were particularly skilled at improvising booby traps. Some booby traps, like pungee stake traps, must be avoided. Others, like the Malay Whip, can be disarmed. If you are close enough and are looking at them, you will be prompted to disarm them. Press 🅨 to do so.

Placing Objects
In some missions you may need to place claymore mines or other objects at specific locations. An icon or outline of the object will appear where the object should placed. Press and hold the 🅨 button to place it.

COMBAT (Using Controller Configuration A)

Aiming
Use the right thumbstick button to center the reticule over the target. If the reticule is aimed at a friendly character or squadmate, a red **X** icon will indicate that the target should not be shot.

Precise Aim Mode
To hit an enemy reliably, stop moving and aim precisely. Pull the left trigger to raise your weapon to your shoulder. You will not be able to move in Precise Aim mode, but you will be able to lean around obstacles by moving the left thumbstick. To exit Precise Aim Mode, release the left trigger.

Firing
To fire your weapon, pull the right trigger.

Reloading
If your weapon's magazine is empty, the weapon will automatically be reloaded the next time you pull the right trigger. If you want to reload your weapon before the ammunition runs out, press the ⓧ button.

Fire Modes
Most weapons have two main fire modes: semi-automatic and automatic. You can toggle through these modes by pressing the Ⓐ button.

SELECTING WEAPONS

To quickly switch between weapons, press any direction on the D-pad—each weapon you are carrying is mapped to a specific direction. Press and hold a direction on the D-pad to view the Weapon Menu and select the weapon of choice. In Cooperative games, only the White button can be used to cycle weapons.

Grenades
Pull back and hold the right trigger to pull the pin on a grenade, then release the right trigger to throw it. If you decide not to throw the grenade after pulling the pin, press the Ⓐ button. Grenades travel in an arc, so aim your reticule a bit high to hit targets at longer ranges.

Firearms

M14– The M14 is a solid battle rifle with excellent long-range accuracy and a good punch.

M16 – The M16 inflicts excellent damage at shorter ranges and is very accurate in automatic fire mode.

M1911

M1911 – The M1911, the standard-issue American sidearm, has very good stopping power at short ranges and is essential in tunnels and trenches.

M79 – The grenade launcher, or "bloop gun," fires different grenade types: fragmentation rounds, and buckshot.

M60 – The M60 is a reliable general-purpose machine gun useful for laying down suppressive fire.

[For more weapons, go to the Men of Valor™ Website at http://menofvalorgame.com.]

M60

SPECIAL ITEMS

Smoke Grenades
Smoke grenades release a cloud of smoke, which can be used to mark locations for air strikes, signal a helicopter for evacuation, or block an enemy's line of sight.

M18 Claymore Mines
These antipersonnel mines are useful for ambushes. Place them at designated positions by pressing the 🅨 button and detonate with your Clacker. Equip this device as you would a weapon and pull the Fire Trigger to activate.

Knife
The bayonet is a useful hand-to-hand weapon. In Slash mode, it can quickly damage enemies. In Stab mode, it is excellent for silently eliminating enemies.

THE ENEMY

Viet Cong
The Viet Cong (VC) were the guerrilla armies of the Communist South Vietnamese. Main Force Viet Cong tended to be well organized and properly equipped, but many VC were pressed into service and fought without much discipline.

North Vietnamese Army
The North Vietnamese Army (NVA) was a mix of new recruits and veteran fighters. It benefitted from solid training in conventional warfare as well as knowledge of insurgency techniques. NVA units had access to Soviet and Chinese-made weapons and vehicles, and employed state-of-the-art air defenses.

MULTIPLAYER

Play single-player missions cooperatively on a single Xbox in split-screen. Or use System Link or Xbox *Live* to play five other multiplayer game types for up to 12 players!

System Link

System Link allows 2 to 12 Xbox video game systems to be linked via an Xbox System Link Cable or multiple Xbox systems via an Ethernet hub and standard Ethernet cables.

To begin a System Link game, select Multiplayer from the Main Menu. Choose System Link from the connection type tab and then create or join games already in progress. Press the Ⓐ button to advance to the Game type select screen. Select one of five game types to create. Then advance to the Map List screen. Press the Ⓧ button to select one of the existing games displayed in the Game Listing window and then advance to the Multiplayer lobby screen where you can pick your team/class.

Split Screen

Split Screen lets two players play on one Xbox system in Cooperative or Multiplayer mode. To begin a Split Screen game, select Multiplayer, Xbox *Live*, or Cooperative from the Main Menu. In the Profile select screen, activate two profiles. Then create or join any game to begin in Split Screen mode. During single or multiplayer games, a second player may join in at any time by pressing the START button on a second controller.

Xbox Live

Xbox *Live* gives access to Microsoft's matchmaking service. Players from all over the world can meet up and play any of the multiplayer games that *Men of Valor™* provides. (Xbox *Live* account and broadband Internet access are required to play *Men of Valor* over the Internet.)

[For more information on connecting to the Xbox *Live* service, please refer to p.2.]

Xbox Live Main Menu

Quick Match – Join any available match.

**Optimatch** – Search for games that meet your preferences.

Create Match – Host your own game server with settings that you specify.

Friends – See friends that are online and pending friend requests.

Xbox *Live* Settings – Allows you to set Voice Masking and Online / Offline appearance.

Statistics – Access online statistics and leader boards.

Sign Out – Sign out of the Xbox *Live* service.
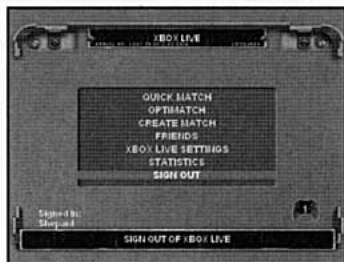
MULTIPLAYER CLASSES

Allies

The **Marine Rifleman** has no special abilities, but he can pick up and use a wider range of weapons than other classes.

The **Marine Machine Gunner** is a heavy weapons expert adept at controlling the recoil of automatic weapons.

The **Tunnel Rat** is specialized for infiltrating bunkers and fortifications. He can use side arms and can disarm booby traps. Tunnel Rats are also expert scouts who have the ability to sense nearby enemies.

Marine Sniper. This class is highly accurate with scope-equipped rifles. Snipers can use semiautomatic rifles and side arms.

Green Beret. This class is specialized for ambushes and raids. Green Berets can use carbines and can place Claymore mines. A Green Beret begins with four Claymores. He can place them by equipping them as a weapon, then looking at the ground and pulling the right trigger. This will place the mine on the ground beneath his reticule, facing the direction the player is facing. Equipping the Clacker and pulling the right trigger will detonate placed mines.

ARVN Ranger. The Rangers were the elite troops of the Republic of Vietnam. ARVN Rangers can can disarm booby traps and call in mortar strikes by marking an area with smoke grenades. Throw a smoke grenade where you want the strike to occur and several mortar shells will fall within a short time.

Marine Corpsman. This class is the medic of the team. Corpsmen can heal wounded players by moving close to a player and pressing the Ⓨ button. The Corpsman can pick up extra Medic Kits on the battlefield—for each Health Power-up picked up, the Corpsman gets three Medic Kits.

Communists

The Communist classes parallel their Allied counterparts in functionality and abilities.

The **NVA Rifleman** is versatile but unexceptional.

The **Viet Cong Sniper** is elusive and highly accurate with his sniper rifle.

The **NVA Sapper** is an infiltration and demolition expert. Sappers can also disarm Claymore mines by crouching near them and pressing the Ⓨ button when prompted.

Viet Cong Guerrillas. These jungle warfare experts can use most kinds of weapons and can place booby traps on the battlefield. Booby traps must be equipped as a weapon and are placed by pointing the reticule at the ground and pulling the right trigger. You can then move and pull the trigger again to place the trip wire for the trap anywhere within ten meters of the trap itself.

NVA Machine Gunner. This is the Communist heavy weapons class, and functions the same as the Marine Machine Gunner.

Viet Cong Forward Observers. The VC were renowned for their expertise with mortars, and the Forward Observers were vital to identifying targets and ensuring accuracy. They can call in mortar strikes with smoke grenades in the same manner as ARVN Rangers.

NVA Medic. The Medic functions the same way as the Marine Corpsman, except that he only receives two Medic Kits per Health Power-Up.

[See the Men of Valor Website [http://menofvalorgame.com] for more information about Multiplayer Classes.]

MULTIPLAYER GAME TYPES

There are five types of multiplayer games available via System Link or Xbox *Live*.

Multiplayer Mission

Multiplayer missions are specific to each map and, like single-player missions, are based on historical events. The objective of each multiplayer mission is different.

Scoring

- If the attacking force achieves its objectives, it is victorious.
- If the defending force successfully defends its objectives, it is victorious.
- If all players on one side are killed and have run out of respawns, the other side is victorious.
- If the time limit expires and the attacking force has not accomplished its objectives, the defending force is victorious.

Team Deathmatch

Team Deathmatch is a free-for-all in which each team attempts to rack up the most kills in the specified time limit. The objective is to kill as many members of the opposite team as possible. Victory goes to the team with the highest score when the gaming session ends. The session concludes when the time limit set for the session expires, when one team meets the kill limit set for the game, or when all members of one team have run out of respawns.

Deathmatch

Deathmatch is an all-against-all battle to kill the most players before the session ends. The objective is to obtain the highest individual score. Victory goes to the player with the most points when the session ends. Game conclusion and score are assessed in the same manner as team Deathmatch.

Recover the Documents

This game requires teams to maintain control of intelligence documents long enough to remove them from the battlefield. The objective is to capture an item, such as a bundle of intelligence documents, and bring it back to the team's base. The defending team tries to prevent this.

Rules:

1. Both teams have bases on the map, and each team starts at their base.
2. One side are the attackers, charged with locating the documents and bringing them back to their team's base. The other side are the defenders, who attempt to stop the attackers from bringing the documents to their base. Each gaming session consists of a best of 1, 3, or 5 rounds in which the attacking and defending teams alternate roles.
3. The documents randomly spawn in an area of the defender at the start of the gaming session.
4. Only the attacking team may pick up the documents. If a player is killed while carrying the documents, the documents are dropped at the location of the kill and can be picked up by another attacking character. If the defending team touches the documents once they are dropped, the documents spawn back in the defenders' base.

Scoring – If the attacking team places the documents within their filing cabinet before the match is over, they win. Otherwise, the defenders win. The match concludes if the set time limit expires, all members of the attacking force are out of respawns, or the attacking force returns the documents to their filing cabinet. Sessions are played to the best of 1, 3, or 5 rounds.

Search and Destroy

This game requires both teams to attack and defend simultaneously while searching for items on the map. The objective is to locate the three pieces of your team's mortar and bring them back to base while preventing the opposing team from retrieving the three pieces of their mortar.

Rules:

1. Each team has a base where they will start at the beginning of the session. Within each base area is a setup point where the mortar pieces can be brought and assembled.
2. Three mortar pieces for each team are randomly distributed on each map. A player can only pick up a mortar piece that belongs to his team.
3. If a player is killed while carrying a mortar piece, the piece is dropped at the location of the kill.
4. If a player brings a piece back to his team's assembly area and walks over to the mortar outline, the piece is taken from his inventory and assembled on the site.

Scoring – The team that assembles their mortar first is victorious. Once all three pieces of the mortar have been brought to the assembly area, the mortar is completed and will begin firing on the opposing base. If the set time limit expires, the team with the most mortar pieces assembled is the victor. If both teams have the same number of pieces, the team that assembled their last piece first is the winner.

Multiplayer Match Settings

Press the ⊗ button to access Multiplayer Match Settings via the Map List screen.

- **Time Limit** – Sets the time limit for the game session.
- **Score Limit** – Sets the score limit for the match.
- **Rounds Per Map** – Sets the number of rounds each map plays before changing to the next map.
- **Unlimited Map Rotation** – Cycles through the maps on the map list until the server quits out.
- **Max. Players** – Sets the maximum number of players.
- **Dedicated Server** – Allows players to make their Xbox a dedicated server. In this mode, overall game performance is enhanced and more players can be supported in a single match.
- **Max. Respawn** – The number of times a player may respawn in a given game.
- **Even Teams** – Evens out the teams during a match.
- **Class Restriction** – Lets you restrict the types of weapons according to class.
- **Server Name** – Lets you input a 15-character name for your session that will be displayed to connected players (System Link only).

[Go to http://menofvalorgame.com for more information about Multiplayer Game Types.]