



XBOX 360.

GUNN™



NEVERSOFT

ACTIVISION

Vimm's Lair

Safety Information

About 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 sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

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

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may burn in to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

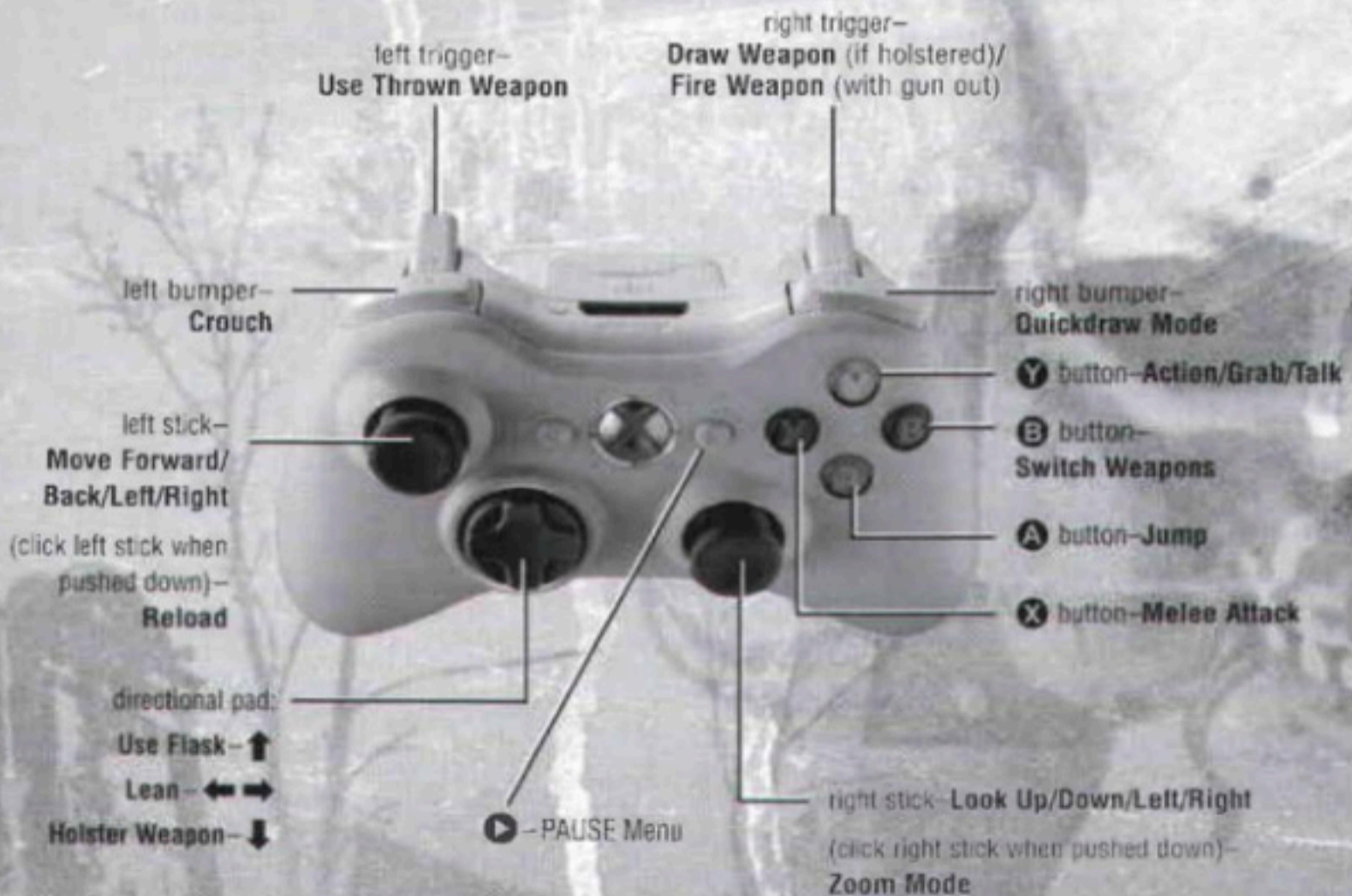
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GUN

Set in the untamed West of the late 1800s, *GUN* is a free-roaming action-adventure game that takes you to a world without laws—where greed, lust and murder are rampant. As Colton White, a vengeful gunslinger, you must straddle the line between good and evil in a showdown against corrupt lawmen, a murderous preacher, renegade army psychopaths, merciless outlaws and relentless warring tribes. Along the way, you'll wage war on horseback, collect bounties and protect whores. Travel through an action-packed landscape of high mountain wilderness, deserts and bustling territorial towns in an epic story of betrayal, greed and revenge.

CONTROLLING COLTON WHITE



Controls on Horseback



Basic Controls

Y button: Action/Grab/Talk/Scalp/Mount/Dismount/Use

X button: Melee Attack

A button: Jump

B button: Switch to Pistol or Rifle (hold and use the directional pad to select other weapons)

right stick: Look

left stick: Movement

right trigger: Draw Weapon & Fire

right bumper: Quickdraw Mode

click right stick: Zoom (when rifle is equipped)

left trigger: Use Thrown Weapons (hold to increase distance of throw)

left bumper: Crouch

click left stick: Reload

← on the directional pad: Lean Left

→ on the directional pad: Lean Right

↑ on the directional pad: Use Flask

↓ on the directional pad: Holster Weapon

Advanced Controls

Weapon Select: Press and hold the **B** button plus **↑**, **↓**, **←** or **→** on the directional pad to select a different gun.

Charge Thrown Weapons: Press and hold the left trigger to “charge” the distance of a thrown item, making it fly further upon release.

Roll Maneuver: Hold the left stick either **←** or **→** and then quickly double-tap the left bumper to do a roll maneuver.



Grabbing opponents: When standing next to an injured or unsuspecting enemy, press the **Y** button to grab your opponent. Once grabbed, the enemy becomes your shield, taking bullet fire until his health runs out or you decide to execute him by pressing the **X** button. The enemy's health bar is on the outside of your health bar. In Bounty Hunter missions, you can subdue hostages by pressing the **X** button.

Quickdraw: In Quickdraw mode, tap the left stick **←** or **→** to toggle the auto-target between the different enemies on-screen.

Scalping: When standing over a dying enemy, you can scalp your opponent. Hold **↓** on the directional pad, then press the **Y** button. You must first purchase a scalping knife to scalp.

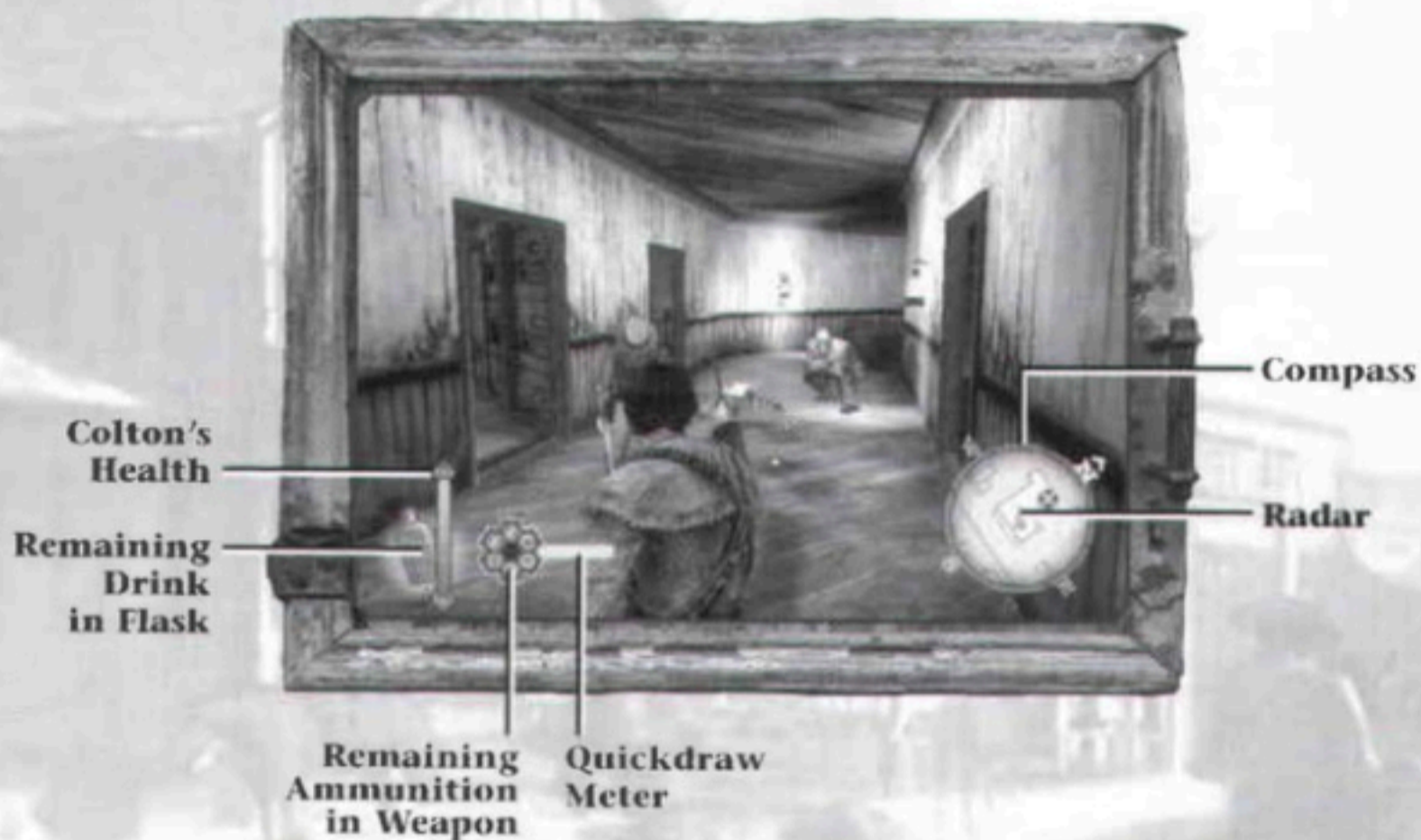
On Horseback

A button: Jump to avoid obstacles. Hold the **A** button for a longer distance jump.

left bumper: Spur/Gallop—Accelerate to the maximum speed for a set amount of time. Press to spur, hold to gallop. Spurring your horse too much will tire it out or even cause the horse to die.

X button: Rear Up/Skid Attack—The horse stands on its hind legs and kicks its front legs. While turning, hold the **X** button and a direction on a left stick to perform a high-damage skid attack. If the left stick is held straight back, the horse stops quickly. If no direction is held, the horse slows down.

HEADS-UP DISPLAY (HUD)



Radar/Compass

Enemy positions are indicated on the radar. Also, the radar has a compass to guide Colton in the right direction.

Weapon Usage

- **right trigger:** Use firearm.
- **X button:** Use melee weapon.
- **left trigger:** Use thrown weapon. Hold the left trigger to charge the distance of a thrown weapon.

MENU OPTIONS

Display

Set Gamma: Set the screen's red, blue and green levels.

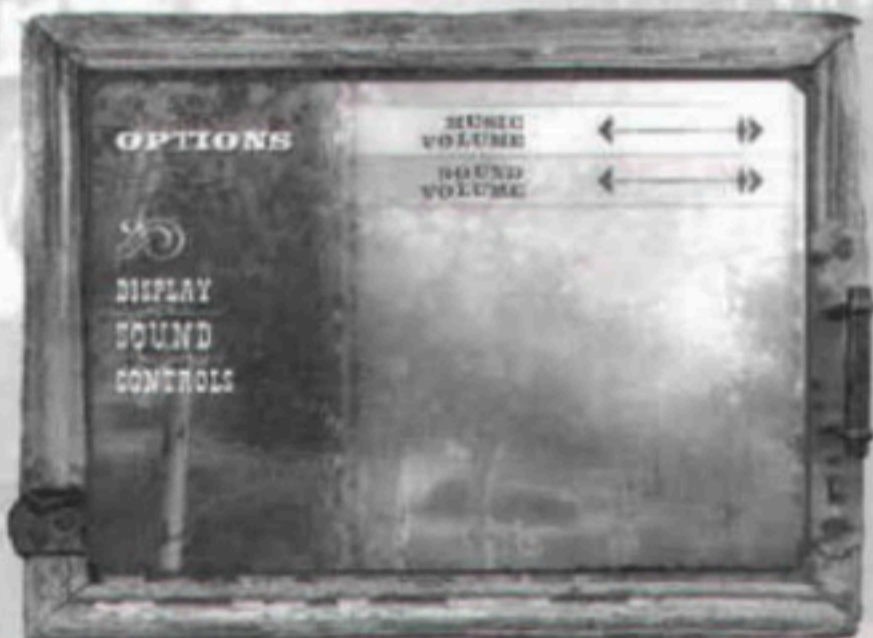
HUD: Toggle the Heads-Up Display (HUD) on and off.

Reticle: Toggle the aiming crosshair.

Subtitles: Toggle subtitles on and off.

Sound

Adjust the sound and music volumes from this menu.



From the Pause Menu, highlight Saddlebag and press the **A** button. At the Saddlebag menu, highlight Weapons and press the **A** button, then select the category of weapon to view and equip. Press the **A** button when the desired weapon is selected to make it available for use in-game.



SAVING & LOADING

To save a game, you'll need at least 104 Kb of free space available.

XBOX LIVE® AWARE

Xbox Live® is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup 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.

Connecting

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

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.

WEAPONS

Weapons are broken down into seven main groups. Select your weapon using the Saddlebag menu from the Pause Menu.

Pistols

Pistols are best from close to mid-range, have a fast rate of fire, a fairly quick reload time and cause medium damage.



Rifles

Rifles are best from medium to long-range, have a medium rate of fire, a medium reload time and cause mid to high damage.



Shotguns

Shotguns are best from close range, have a slow rate of fire and a medium reload time, but cause high damage.



Melee

Melee weapons are best at close range, have a fast rate of fire with no reload time and cause high damage.



Thrown

Thrown weapons are best from mid-range, have a medium rate of fire with no reload time and cause very high explosive damage.



Bows

Bows are silent weapons best from close to mid-range, have a fast rate of fire, no reload time and cause mid to high damage.



Sharpshooters

Sharpshooters are best from long range, have a slow rate of fire and cause high damage.



GAMEPLAY TIPS & STRATEGY

GUN Quickdraw Mode

Press the right bumper to start Quickdraw mode to get more time and accuracy when lining up a critical shot. Once initiated, Colton's reflexes and gunfighting skills go into slow-motion with the view zoomed in, allowing for more precise targeting.

When you first press the right bumper, the flashing yellow Quickdraw bar appears on-screen and depletes at a steady rate. You can increase the Quickdraw bar by eliminating enemies. Accuracy shots such as a headshot or disarm also increase Quickdraw.

GUN Zoom Firing

Click the right thumbstick to access Zoom Firing. This zooms in your view so you can more accurately target and hit enemies. By zooming, you can snipe and engage large groups of enemies from a safe distance that would normally be too difficult for a direct assault. You can zoom with **bows, rifles and sharpshooters**.

The amount of zoom varies depending upon the weapon:

Rifles: Rifles have high-level zoom with the rifle barrel and aiming sights visible.

Sharpshooter: Sharpshooter rifles have a tighter zoom than rifles.

Using Cover

Use objects, rocks or buildings in the world to provide cover when being attacked. Use cover wisely to catch your breath, create a strategy, time your shots and provoke enemies, all while being reasonably protected.

Working with Allies

Use allies (posse members, gang members, Apaches, townspeople, etc.) to aid in attacking enemies and completing objectives. Be sure to protect allies when possible, because they are vital to the success of some missions.

SIDE MISSIONS

Along his path, Colton will encounter a variety of side missions in the West. He can earn money by helping out farmers, assisting the local sheriff, keeping regular citizens out of harm's way and even hiding a card up his sleeve and playing some Hold 'Em. Side missions are also vital in upgrading Colton's skills. The side missions are listed below and come up in random places on Colton's journey.

Pony Express – Use your trusty horse to deliver items and get from place to place, all within the allotted time.

Ranching – Earn some money and hone your horse-riding skills by helping local farmers corral up their livestock.

Bounty Hunting – Every town in the Wild West had outlaws running rampant, with the tagline, "Wanted: Dead or Alive." Catch these outlaws to bring some order to the West and money in your pocket.

Mining – The West was built on opportunity, dreams and gold. In your travels, you may come across gold no one else has found. Make sure you have a pickaxe handy, or that nugget you see may be nothing but Fool's Gold.

Poker – You can work for your money, or you can just win it from the local gamblers in the saloon. Out-bluff your competition in a Texas Hold 'Em tournament. Play your cards right, and you'll come up all Aces.

Keep the Peace – Every sheriff in the West could use an extra hand. Help out the local deputies by stopping trouble before it starts and flushing out the bad guys in each town.

Hunting – The Old West wasn't wild just because of the people. Even the animals wanted a piece of the action. Hunt animals that come across your path, and maybe everyone will get dinner tonight.

Rescue – With outlaws running around, it's tough to catch 'em all, especially when they take innocent people hostage. Stop the criminals from running roughshod and rescue the victims by defending towns, taking out the bandits and keeping people safe.

CHARACTERS

Colton White

Colton White grew up in the wilderness of the Wild West, learning the ways of the Mountain Man from his father, Ned, who taught young Colton how to trap, ride horses and shoot game. As the two of them journey the territory together, they encounter a steamboat, and Colton's life will never be the same. Colton is driven on a quest to discover who he is. In the process, he ends up learning a lot more about himself, Ned and all the people he meets on his journey. Colton will work inside and outside the law, doing anything it takes to get the answers he's looking for.



Jenny

When her mother passed away, Jenny assumed the role as hostess of Dodge City's bustling whorehouse, "The Alhambra," and became renowned for her stunning beauty and caustic wit. Jenny is equal parts charm and attitude, but she also knows how to use a shotgun when necessary. When Jenny meets Colton and learns why he has come to Dodge to find her, she joins Colton on his quest to get some answers for herself.



Thomas Magruder

Thomas Magruder served for the "other side" in the Civil War, eventually relocating to the West before the Confederacy fell completely to the Union. Out West, he used his considerable power and authority to make himself into a railroad and mining magnate and roams his holdings in the New Mexico territory in the custom cars of his gilded "Black Train." He exudes arrogance but strikes fear into the hearts of those around him. Much like Colton, Magruder is on a quest of his own that has consumed him since the War. He's determined to complete this quest, no matter who or what gets in his way.



Hoodoo Brown

He's the mayor, justice of the peace and coroner of the territory's bustling centerpiece city: Empire, New Mexico. Hoodoo runs his town like a king, basking in his notoriety and enforcing the "law" as he sees fit. His deputies enforce his will, making sure any "troublemakers" meet their fate at the end of a very short rope.



Hollister

More monster than man according to some, Hollister disappeared mysteriously during the Civil War. Rumor has it his tactics were so brutal, generals feared him and his men. He recently reappeared as the scarred commander of a renegade fort somewhere in the northern country.



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Internet: <http://www.activision.com/support>

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MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn. Business and Legal Affairs, legal@activision.com.

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