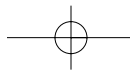
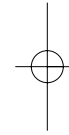
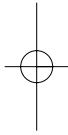



**OUTSIDE FRONT COVER
PLACEHOLDER**



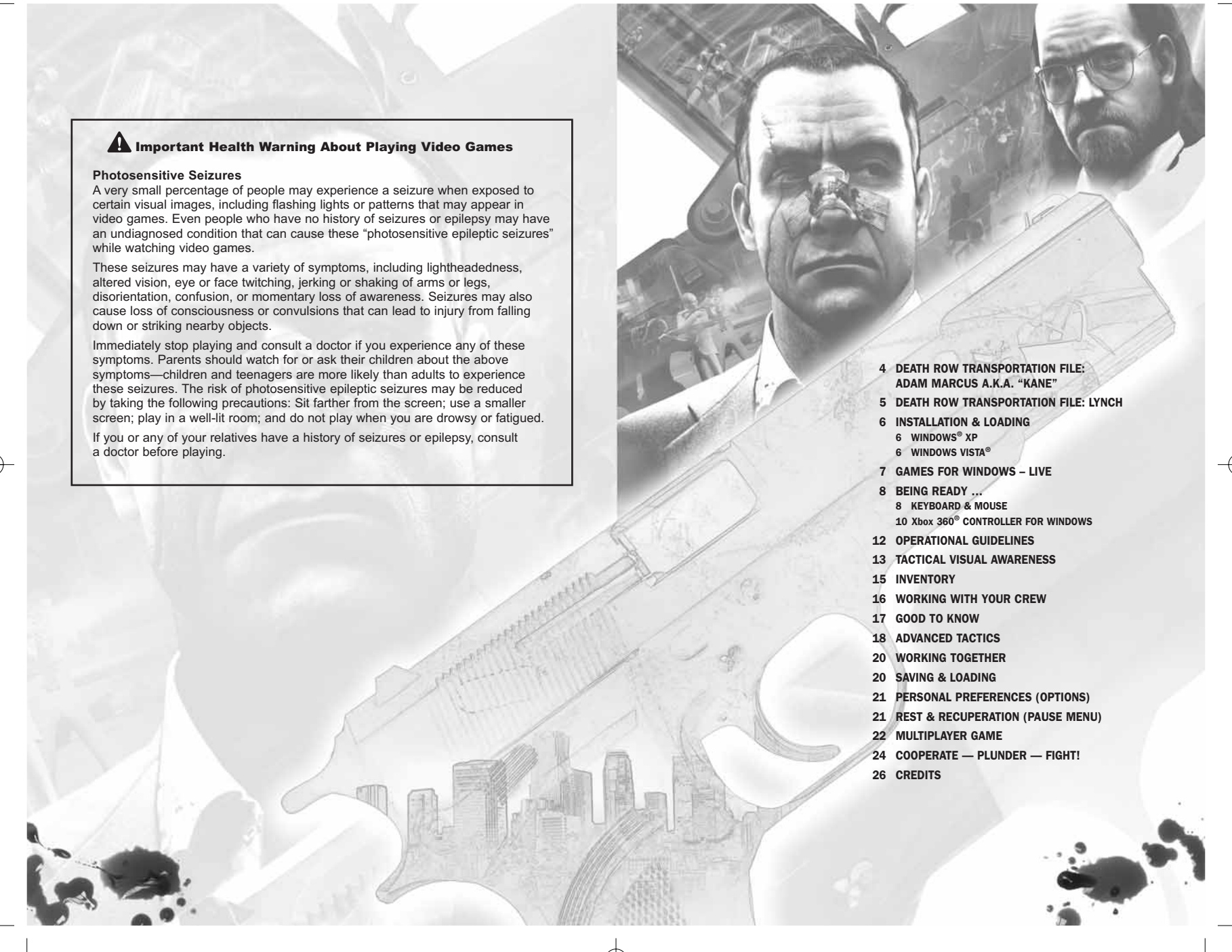
**Important Health Warning About Playing Video Games****Photosensitive Seizures**

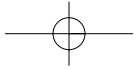
A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic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

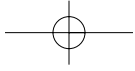
Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced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

- 
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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.

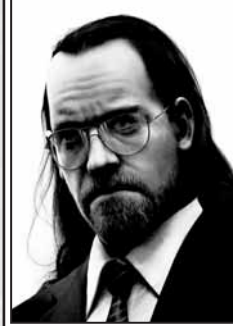
CASE NOTES:

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.

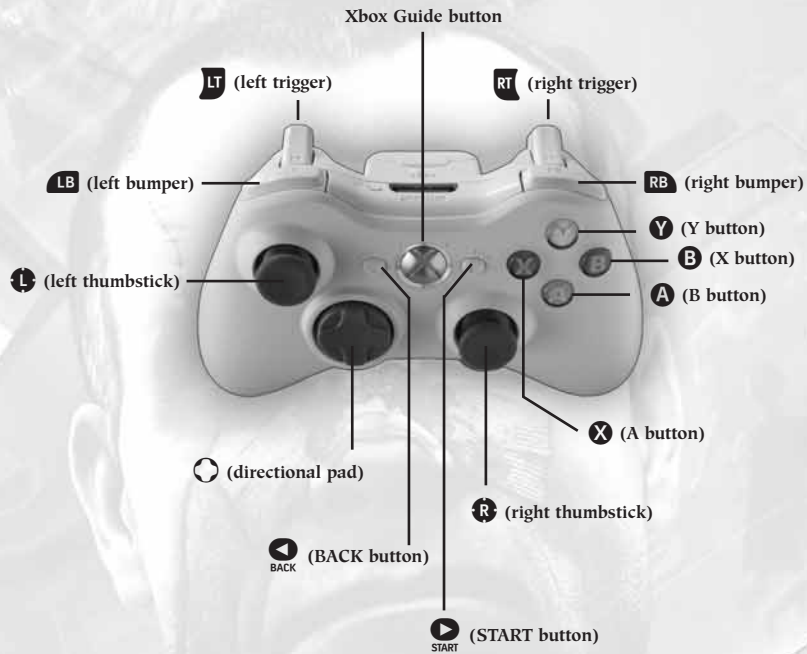
| ACTIONS | CONTROLS |
|-----------------------------|-------------------------|
| Radar/Objective | M or Z key |
| Open Inventory | mouse button 3 or C key |
| Pause | Esc key |
| Display Objectives/Briefing | B key |

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 | ⬅️ / ➡️ | ⬅️ / ➡️ |
| Throw grenade | RB | LT |
| Fast rifle/pistol switch | ⬆️ | ⬆️ |
| Fast grenade switch | ⬇️ | ⬇️ |

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 | ⬅️ / ➡️ |
| 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.

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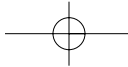
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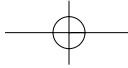
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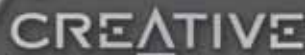
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