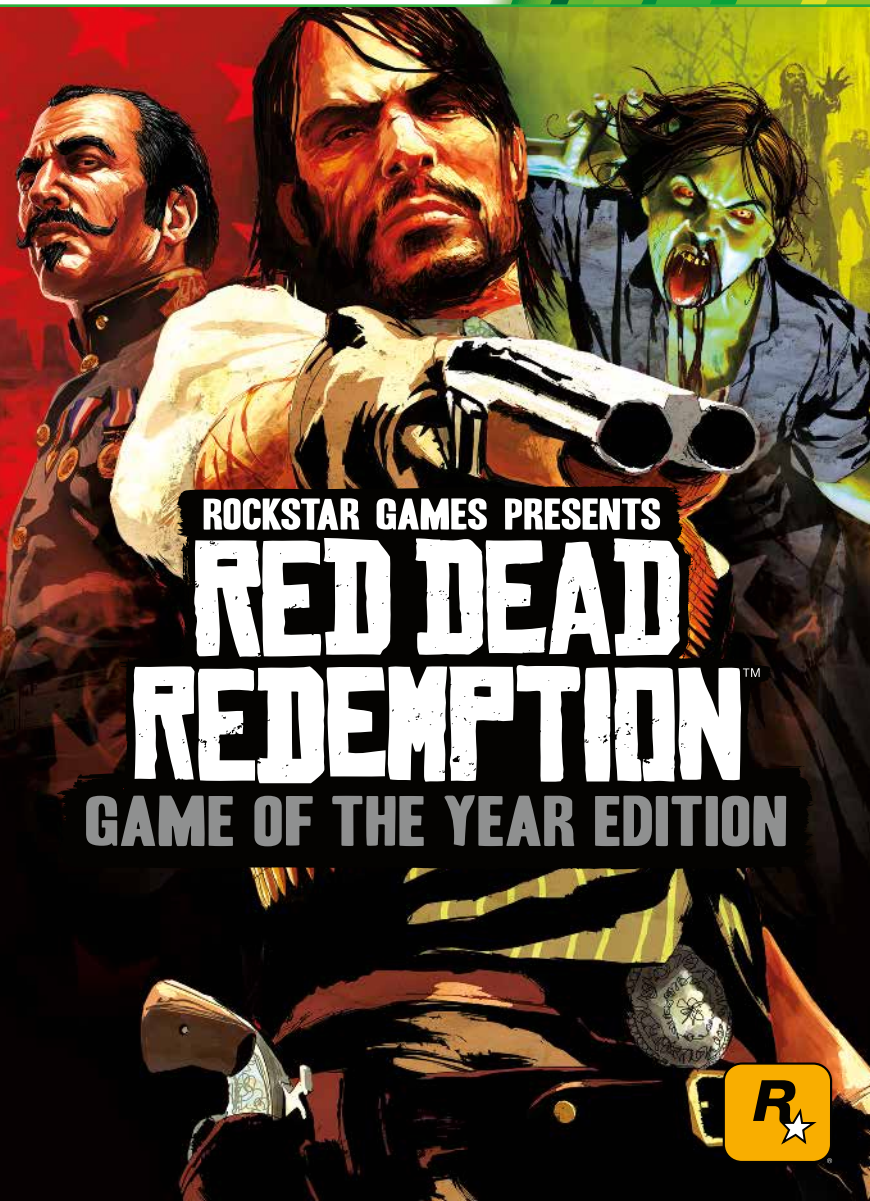


 XBOX 360



ROCKSTAR GAMES PRESENTS

RED DEAD REDEMPTION™

GAME OF THE YEAR EDITION



⚠ WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: 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 with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and 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, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.



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A large illustration of John Marston, the protagonist of Red Dead Redemption. He is depicted from the waist up, wearing a dark suit, a white shirt, and a dark tie. He has long dark hair and a beard. He is holding a silver revolver in his right hand, pointing it towards the left. A long, fringed leather bandolier is slung across his chest. The background is a dark, stylized landscape with a red and yellow sky, suggesting a sunset or a hellish environment. In the distance, there are silhouettes of buildings and a church spire.

RED DEAD REDEMPTION™

JOHN MARSTON WAS A FORMER GANG MEMBER WHO REAPPRAISED HIS LIFE and resolved to put his past behind him to settle down with his young family. As Marston changed, so did the landscape. The federal government set its sights on bringing their law to the whole country by any means necessary. When ruthless government agents kidnap John's wife and child, and threaten to kill them unless he brings his former gang to justice, John is left with no choice... To save his family, he must pick up his guns once more and hunt down the men he used to run with.

RED DEAD REDEMPTION UNDEAD NIGHTMARE

The world of Red Dead Redemption has been beset by an apocalyptic plague. The dead have arisen and wander the Earth in search of fresh life to infect as great storms sweep across the land under a veil of darkness. Plants rot where they stand and packs of undead animals roam amongst the undead. Fearful stories are told of mysterious, almost mythical beasts at large in the wilderness.

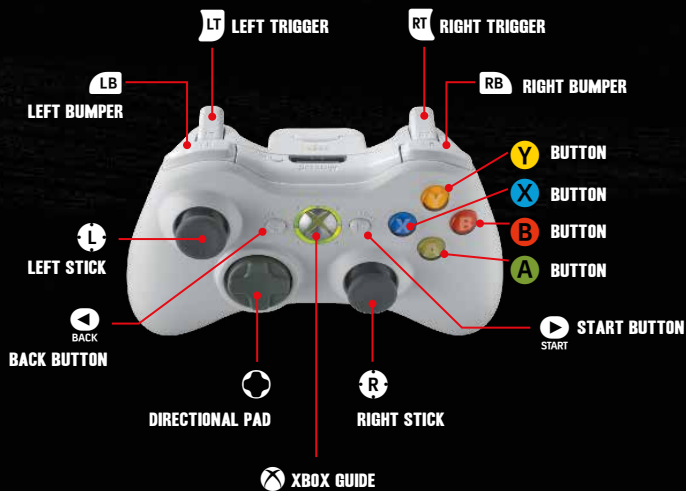
Experience a supernatural twist to the narrative arc of the original story from Red Dead Redemption. John Marston is alone in the world, to save his family this time he must find an antidote to the horrors that threaten the existence of humanity. Towns and settlements are under attack from hordes of undead, with small, isolated pockets of human survivors huddling together for protection. John must rescue survivors and try to turn the tide against the onslaught from beyond the grave if there is to be any hope. Ammunition is at an absolute premium. As the undead plague takes over the land, there is no more game to shoot and besides, every last bullet needs to be saved to fight the undead encroaching on the last bastions of human sanctuary.

But what is the source of this hellish blanket of destruction and how can it be reversed? Rumours abound among the cowering survivors, and John must choose who to believe. Trapped in a living nightmare, John must travel far and wide in search of an answer.



GAME CONTROLS

XBOX 360 CONTROLLER



ON FOOT

Left Trigger Draw Weapon / Target
 Left Bumper (TAP) Draw / Holster / (HOLD) Weapon Wheel
 Right Trigger (While Holding Left Trigger) Fire Weapon / Punch / (Without Gun) Push
 Right Bumper Enter Cover / (While Holding Left Trigger) Melee Block

Left Stick Movement
 Right Stick Rotate Camera / Change Targets (Casual Mode)
 Left Stick button Crouch
 Right Stick button Look Behind / (While Holding Left Trigger) Trigger Dead Eye

Y button Mount Horse or Vehicle / Interact with Vehicle
 B button Perform Greeting / Focus on Important Event / (With Weapon Drawn) Reload Weapon
 A button (HOLD) Run / (TAP) Sprint
 X button Jump / Climb / (With Left Trigger) Roll / (With Left Trigger, in Melee) Dodge

D-Pad UP Whistle for Horse
 D-Pad RIGHT Right Shoulder Aim
 D-pad DOWN Zoom Out Mini-Map
 D-pad LEFT Left Shoulder Aim

BACK button Satchel
 START button Pause Menu

ON HORSE / VEHICLE

Left Trigger Draw Weapon / Target
 Left Bumper (TAP) Draw / Holster / (HOLD) Weapon Wheel
 Right Trigger (While Holding Left Trigger) Fire Weapon
 Right Bumper (TAP) Slow / (HOLD) Stop

Left Stick Movement
 Right Stick Rotate Camera / Change Targets (Casual Mode)
 Left Stick button N/A
 Right Stick button Look Behind / (While Holding Left Trigger) Trigger Dead Eye

Y button Dismount
 B button Perform Greeting / Focus on Important Event / (With Weapon Drawn) Reload Weapon
 A button (HOLD) Trot / (TAP) Gallop / (Hold Near Companion) Match Speed
 X button Jump / Hitch Horse / Rear

D-Pad UP Whistle
 D-Pad RIGHT Right Shoulder Aim
 D-pad DOWN Zoom Out Mini Map
 D-pad LEFT Left Shoulder Aim

BACK button Satchel
 START button Pause Menu

HEADS UP DISPLAY HUD



1 MINI MAP

Shows your current position and important icons indicating mission objectives, characters and important events.

2 DEAD EYE METER

This red meter shows the amount of Dead Eye you have. Dead Eye slows down time making it easier to hit your target. Using Dead Eye will slowly empty your Dead Eye Meter. The meter will regenerate over time. Killing enemies will fill it faster.

3 AMMO

Displays the amount of ammunition you possess.

4 TARGET RETICULE

Indicates where your shots will be fired.

5 HELP MESSAGES

Help messages will pop up periodically with descriptions of your objectives and advice.

6 HEALTH

Your health is represented with a darkening red screen. The darker the screen, the closer you are to death. Avoid damage to allow your health to regenerate.

7 WANTED INDICATOR

Displays the nature of your crime and the price on your head.



8 FAME, HONOUR AND MONEY INDICATORS

These meters will appear when you have performed actions that change your level of fame, honour or money.

9 HORSE STAMINA METER

This blue meter shows your horse's stamina. You can tap **A** to spur your horse to make it run faster. Over spurring your horse when its stamina is low will slow the horse down and eventually lead to you getting bucked off. You can also hold **A** to make your horse automatically match the speed of your companions on horseback. The stamina bar will turn green when your horse is following.

10 WEAPON WHEEL

Bring up the weapon wheel by holding LB. Navigate to the weapon you want to wield by using RIGHT STICK. Change weapons within each class by tapping right or left on the D-Pad. Release LB to change to the new weapon.



TOWN SAFETY METER (UNDEAD NIGHTMARE ONLY)

Tracks how many survivors you have saved and how many undead you have killed before an undead infected town can be considered saved.



MULTIPLAYER

GETTING STARTED

Before getting into Multiplayer for Red Dead Redemption, you must first sign into a gamer profile with an Xbox LIVE Gold Membership. You can enter Multiplayer two ways. Inserting Disc 2 and selecting Multiplayer from the main Title Screen will take you into a Public Free Roam Session. You may also select Multiplayer from the Undead Nightmare Single Player Pause Menu, where you'll have the option to join a Public or Private Session. Players are also able to band together and form posses of up to 8 players.



FREE ROAM

Free Roam is the entry point into multiplayer where you are free to go nearly anywhere with up to 15 other players. This is also where you can pick your unique character in the Outfitter. You'll use this character in both Free Roam and some Competitive modes. Players are also able to band together and form posses of up to 8 players. You can choose people to enter your posse by hitting BACK and separately inviting each of the players. If you receive a

posse invite, tap BACK and accept the invitation. If you're far away from the leader, you'll be given the option to warp to the posse leader. Posse members share a common player colour on the mini map and will stay grouped together in any gang matches unless teams are unbalanced. You can chat with anyone in your posse or other players who are near your location. Hold up on the D-Pad to make an announcement to everyone in your Free Roam Session. Quickly travel in Free Roam by visiting one of the Transport locations found in every major town.

INITIATING COMPETITIVE MODES FROM FREE ROAM

When in Free Roam, you will come across gateway markers in towns that will automatically launch Competitive modes in that area. These will send an invite to every player in the session that they can opt into if they choose. You are also free to choose game playlists and invite other players to compete by pressing BACK and selecting the game you would like to start.

LEVELLING UP

Everything you do in Multiplayer will earn you Experience Points (XP). This is a score that will lead to you levelling up and unlocking new weapons, new playable characters to choose from, better mounts and more advanced and hardcore versions of the standard multiplayer games.

GANG HIDEOUTS

When playing in Free Roam you will come across gang hideouts throughout the world. These are dangerous areas where you will have a task to complete while battling outlaw gang members. Successfully completing the challenges in these areas will lead to an increase in your XP.

HUNTING GROUNDS

Scattered throughout Free Roam are Hunting Grounds, where dangerous animals like bears and cougars will attack you and your posse in waves. After completing these areas, you will be rewarded with additional XP.

MULTIPLAYER CHALLENGES

As you level up in Multiplayer, new Multiplayer Challenges will open up. You can read about each of them in the Journal, found within the Pause Menu. Completing the first level of a Multiplayer Challenge will open up additional levels and with each level completed, you'll be rewarded with XP.

LAND GRAB

In many towns you will see a Land Grab post. Once you launch it, a countdown appears and a radius shows up on the map showing your territory. If you leave the radius, another player kills you or another player sneaks in and activates the post, then you lose your claim to the land. If the player that killed you was in the radius too, they become the new owner of the claim. If the person that killed you is outside of the defence radius, the claim is "dropped" and up for grabs to anyone. Claim holders who kill others are rewarded an attacker XP bonus. The same bonus will be added to the pot. When time is up the pot is divided between all players based on the amount of time they held the claim.

When posses are involved, they are working together to protect the claim. Each Land Grab has a cool down of 3 minutes before it can be launched again. A minimum of 3 people must be in a session to start Land Grab and it is only available in Normal and Hardcore Free Roam modes.

COMPETITIVE GAME MODES

AT ANY TIME YOU CAN TAKE PART IN VARIOUS COMPETITIVE MODES EITHER IN A FREE-FOR-ALL MODE WITH EVERY MAN FIGHTING FOR HIMSELF OR AS PART OF A GANG WHERE YOU ARE COMPETING AGAINST A RIVAL GANG OF PLAYERS.

SHOOTOUT

The objective in a shootout is to kill as many other players as possible. The winning player is the one who reaches the score limit first or who has the highest score at the end of the time limit. There are both Free-For-All and Gang based versions of this mode.

CAPTURE THE BAG

There are three modes in Capture the Bag: Gold Rush, where the world is populated with a number of bags and chests and the objective is for

each player to capture as many bags as possible, **Hold Your Own**, where each team has a bag which they have to guard from being stolen by the other team, and **Grab The Bag**, where both teams go after one bag. Bags that are dropped may be picked up by other players. Players are capable of carrying two bags at one time, but carrying two bags will slow you down. A player or team wins by having the highest score at the end of the time limit, or by reaching a score limit before time runs out.

PLAYLISTS

At any time, you are free to press BACK and select from a number of different multiplayer playlists. New playlists will unlock as you level up.



STRONGHOLD

Stronghold for up to 16 players in two teams of 8. Each team takes turns to attack or defend strategic points on the map with numerous objectives that must be completed. The team that completes the most objectives at the end of the time limit will be victorious. Please note that there are a limited amount of lives for the attacking team in Stronghold that are shared across team members.

HORSE RACES

Compete in competitive horse races with up to 7 other players. Players are allowed to engage in mounted combat to fight for victory in a number of cup-style tournaments.

GAMBLING

Up to 6 players can compete in multiplayer versions of Poker and Liar's Dice. You will be given a certain daily allowance that you can use as a stake in gambling mini games.



CO-OP MODES

CO-OP

The Co-Op modes allow 2-4 players to battle through unique and multifaceted scenarios and objectives. When you are waiting in the lobby before a Co-Op match begins, you are free to walk up to the numerous dummies and select a weapon load-out. These reflect the range of weaponry you will have at your disposal while playing through the mission and assign you an appropriate title.



UNDEAD OVERRUN

Undead Overrun is a Co-Op Style mode where wave after wave of undead hordes threaten to overwhelm you and your band of survivors. Like the Co-Op mode, 2-4 players can gear up with a variety of different load outs before each Graveyard-focused match. During each wave, a time is allotted and a set number of undead appear. Eliminate all of the undead to move onto the next wave. During each wave a coffin will appear somewhere on the map; opening it will replenish ammo for your team and provide some extra time. Every three waves a weapon crate will appear to provide a new weapon or ammo. When a teammate is downed, you can revive them. All downed teammates will rejoin the fight once the current wave is complete. Fight your way until the undead hordes eventually overtake you and your team.

TRAVEL

THERE'S A MASSIVE WORLD WAITING TO BE EXPLORED AND A NUMBER OF DIFFERENT WAYS TO GET AROUND:



HORSES

You will encounter many different breeds of horse in the world, each with its own unique look and speed. Spending time with your horse will make him trust you, and increases his stamina bar. You can whistle for your horse at any time. You can also steal them from others or catch and break wild horses.



STAGECOACH

There are usually stagecoaches loading and unloading passengers near the freight and train stations in each town. For a modest fare, stagecoaches can give you a ride to various locations in the world. Approach the stagecoach or whistle for it to stop and climb in.

TRAINS

Head to the nearest train station to ride the railroad between major towns.



AS YOU EXPLORE, ENTRIES WILL BE MADE AUTOMATICALLY INTO THE JOURNAL SO THAT YOU CAN TRACK THE PROGRESS OF CHALLENGES AND OBJECTIVES.

MISSION

The Mission section keeps track of all on-screen information that has been presented so you can go back and check anything you may have missed or forgotten.

STRANGERS

Helping out people in trouble can earn you extra money and increase your honour and fame. You will encounter characters marked with a '?' on the map, who will give you objectives and missions

to undertake. These tasks can be started, continued and completed at any time. This journal section will track each of the objectives given by the strangers you meet.

CHALLENGES

You can take part in various challenges while exploring the world. Shooting animals will contribute to completion of various Sharpshooter and Hunting Challenges. Picking herbs will contribute to the completion of Survivalist Challenges. This section of the journal tracks the progress of all your in-game challenges and describes what is needed to progress to the next challenge level.

THERE ARE A NUMBER OF DIFFERENT OUTFITS AVAILABLE, SOME WITH THEIR OWN UNIQUE BENEFIT.

To acquire a new outfit, you must complete a set of challenges. Once any one of the challenges has been completed, a list showing the full set will appear in your journal. Each of the listed challenges must then be completed to gain the various scraps needed to make up the outfit.



OUTFITS

FAME AND HONOUR

HOW PEOPLE INTERACT WITH YOU WILL BE LARGELY AFFECTED BY THE CHOICES YOU MAKE.



FAME

Fame is gained by killing people, doing jobs, completing challenges, finishing tasks, helping strangers, and winning duels and games. With fame comes great rewards: the cost of bribes comes down and lawmen may start to turn a blind eye to transgressions but people are more likely to ask you for help.

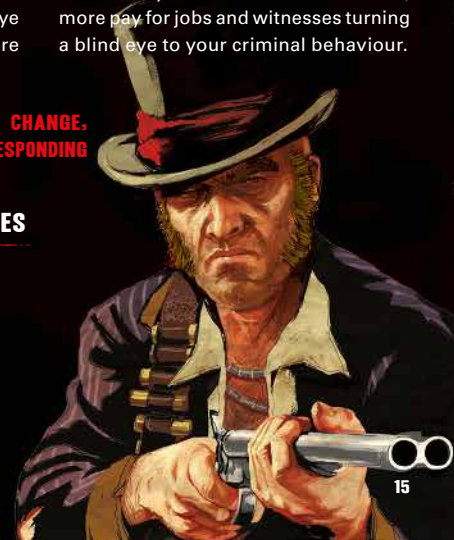
HONOUR

You will often be presented with a choice of actions and the decision you make will affect your honour, either positively or negatively. High honour will award you with discounts in stores, more pay for jobs and witnesses turning a blind eye to your criminal behaviour.

AS YOUR FAME AND HONOUR LEVELS CHANGE, YOU'LL RECEIVE NEW TITLES WITH CORRESPONDING IN-GAME BENEFITS.

HONOUR TITLES | FAME TITLES

- | | |
|------------|------------|
| HERO | LEGEND |
| PEACEMAKER | GUNSLINGER |
| HONEST JOE | MERCENARY |
| DRIFTER | BUCKAROO |
| RUSTLER | GREENHORN |
| ROAD AGENT | NOBODY |
| DESPERADO | |





LAW ENFORCEMENT

MOST TOWNS AND SETTLEMENTS HAVE SOME FORM OF LAWMEN, BE IT A SHERIFF, A MARSHAL, THE POLICE OR THE ARMY; IF YOU'RE CAUGHT COMMITTING A CRIME, YOU WILL BE PUNISHED.

EYEWITNESSES

Stop eyewitnesses from reporting your crime to the nearest lawman by bribing them or killing them.



WANTED LEVEL AND THE BOUNTY ON YOUR HEAD

If a crime you committed is reported to the law, you will get a Wanted Level and a Bounty on your head. The higher these are, the more lawmen will join the pursuit. You will remain Wanted as long as lawmen or civilians can see you. You can lose your Wanted Level by breaking their line of sight and hiding from the law. Even if you manage to evade the law posses, deadly bounty hunters will come after you. You can pay off your bounty with cash at one of the local Telegraph offices or clear your name with pardon letters, which are found throughout the world.



BOUNTY HUNTING

You can help local law enforcement by capturing wanted criminals. Wanted Posters are put up at prominent locations in each town, like railway stations, sheriff offices and police buildings. Take down the poster to begin a Bounty Hunter Mission. Criminals can be taken in dead or alive.

WEAPONS

THERE ARE A NUMBER OF DIFFERENT WEAPONS TO CHOOSE FROM INCLUDING PISTOLS, RIFLES, SHOTGUNS, SNIPER RIFLES, REVOLVERS, FIRE BOTTLES, THROWING KNIVES, A LASSO AND MORE. YOU ARE ABLE TO USE ONE WEAPON AT A TIME.

DEAD EYE

DEAD EYE ALLOWS YOU TO EXPERIENCE THE LIGHTNING REFLEXES OF A GUNSLINGER.

There are three levels of Dead Eye. The first type is available early in the game and allows you to shoot at will through the reticule while time is slowed down. The second type allows you to paint targets automatically by moving the reticule over enemies. The final and most advanced type of Dead Eye allows you to manually paint your own targets on specific body parts by pressing RB while in Dead Eye mode. You will get larger amounts of Dead Eye filled in the meter by achieving head shots and spectacular kills.

ECONOMY

YOU'LL NEED PLENTY OF MONEY TO TRACK DOWN YOUR FORMER GANG MATES. YOU'LL FIND MANY WAYS TO MAKE MONEY ON YOUR TRAVELS: EARN IT, WIN IT, OR STEAL IT.

GAMBLING

There are a number of gambling activities found in towns and settlements including Poker, Blackjack, Five-Finger Fillet, Horseshoes and more. Take part in any of these to win, or lose, money.



SHOPS

Various shops can be found throughout the world. Gunsmiths sell the latest weaponry and ammunition, Doctors sell remedies with a range of health benefits, and Merchants sell many other useful items to help you along the way but if you're strapped for cash, you can sell these items as well.

JOBS

There are various jobs you can take to earn some cash like working as a Nightwatch or Horsebreaking.



TREASURE MAPS

Treasure maps highlight terrain features that hint to the location of undiscovered treasure. Explore the world to find landmarks that match the treasure map, and search the area for signs of a buried chest. One treasure leads to another on the Treasure Hunter's Challenge.



SAVING

AUTOSAVE FUNCTIONALITY

Red Dead Redemption has an autosave function that is enabled by default. The game will then automatically save your progress after you complete a mission or any significant task while you are playing through the game.

SAVING IN TOWNS

You can save your game by going to sleep at any of the purchased, rented or provided safehouses. Saving the game will advance time 6 hours. You can also pick up extra ammunition or change your outfit in your room. If you get separated from your horse, he will be waiting for you at the hitching post outside your house.

SAVING IN THE WILDERNESS

You can save your game from anywhere in the wilderness. Choose the Camp item from your satchel to set up camp and save. In addition to saving, camps provide you with additional ammunition. They also allow you to change into any outfits you have unlocked and quickly travel to any town you have previously visited.

You will start the game with a basic campsite that you can set up on any flat piece of ground in the wilderness outside of a town. You can also purchase an improved campsite that will give you a larger ammunition boost.

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