

WATCHMEN

THE END IS NIGH



MATURE 17+



⚠ Important Health Warning About Playing Video Games

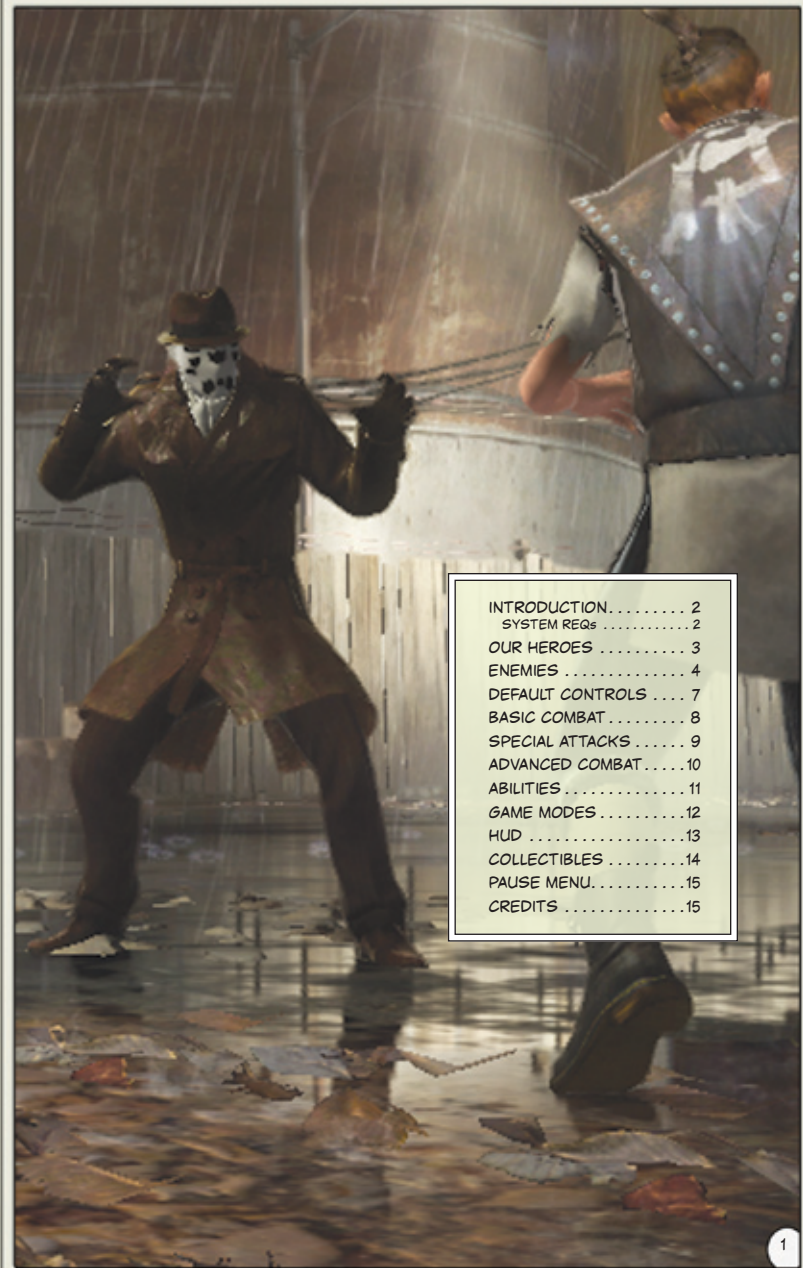
Photosensitive Seizures

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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INTRODUCTION

CRIME AND TERROR RULE THE STREETS. THE ALLEYS, ROOFTOPS, AND SEWERS ARE CRAWLING WITH CRIMINALS. AND NOW, UNDERBOSS HAS ESCAPED PRISON AND PUT A MYSTERIOUS PLOT INTO ACTION. THE CITY IS IN NEED OF SAVIORS AND ONLY MASKED VIGILANTES CAN ANSWER THE CALL... MASKED VIGILANTES LIKE YOU.

PLAY AS NITE OWL AND RORSCHACH IN THIS LONG-FORM DOWNLOADABLE ACTION GAME. EXPERIENCE GUT-PUNCHING, BLOODY, AND BRUTAL COMBAT AS YOU CLEAN UP THE STREETS WITH THE WATCHMEN'S BRAND OF JUSTICE IN THIS ALL-NEW ADVENTURE, SET BEFORE THE EVENTS OF THE FEATURE FILM.

SYSTEM REQs

COMPUTER

- Windows® XP SP1+ (32bit & 64bit)
- Windows Vista® SP1+ (32bit & 64bit)

HARDWARE

- CPU: 1.8ghz 64bit (dual core)
- Video: GeForce® 6800 or Radeon™ x800
- Video Memory: 256mb+
- Pixel Shader: 3.0
- RAM: 1gb+
- HDD: 2gb+
- Sound: DirectX® compatible sound card

OUR HEROES

RORSCHACH

REAL NAME: WALTER KOVACS

AFTER A TROUBLED CHILDHOOD, KOVACS WAS INSPIRED TO BECOME A VIGILANTE BY THE BRUTAL MURDER OF KITTY GENOVESE IN QUEENS, NEW YORK. HIS MASK IS MADE OF A SPECIAL FABRIC WITH SHIFTING BLOTS OF BLACK ON A WHITE BACKGROUND.

NITE OWL

REAL NAME: DANIEL DREIBERG

THE SECOND VIGILANTE TO GO BY THE NAME NITE OWL, DAN DREIBERG HAS USED HIS FAMILY INHERITANCE AND TECHNOLOGICAL SKILLS TO CREATE A NUMBER OF GADGETS AND TOOLS TO FIGHT CRIME.

ENEMIES

UNDERBOSS

REAL NAME: ANTHONY RIZZOLI

UNDERBOSS WAS ONE OF THE MOST-FEARED MOB LEADERS EVER TO OPERATE ON AMERICAN SOIL. AT THE HEIGHT OF HIS CRIMINAL EMPIRE (c. 1965) HE CONTROLLED CRIME SYNDICATES IN NEW YORK, PHILADELPHIA, AND CHICAGO.



BIKER GANGS

THE STREETS AND BACK ALLEYS OF NEW YORK ARE HOME TO SOME DANGEROUS BIKER GANGS. THEY DETEST VIGILANTES, AND ARE LOOKING TO START A FIGHT WITH JUST ABOUT ANYONE.



KNOT-TOPS

THE DOCKS AND THE PALISADES AMUSEMENT PARK HAVE BEEN CLAIMED BY A STREET GANG KNOWN AS THE KNOT-TOPS. THEY DO THE BIDDING OF JIMMY THE GIMMICK, WHO PAYS THEM WELL TO DO ALL HIS DIRTY WORK.



PRISONERS

THE INMATES OF SING-SING STATE PENITENTIARY STARTED A RIOT AFTER BREAKING OUT OF THEIR CELLS, AND IT'S UP TO RORSCHACH AND NITE OWL TO PUT THESE JAILBIRDS BACK IN THEIR CAGES. THEY'RE ANARCHISTIC AND CHAOTIC IN THEIR GROUP BEHAVIOR, AND WILL DO ANYTHING TO GET REVENGE.



MERCENARIES

YOU'LL ENCOUNTER MERCENARIES IN THE SEWERS. THEY'RE EXCELLENT FIGHTERS, AND LOVE TO USE COMBAT KNIVES FOR MELEE ATTACKS. SOMEONE'S PAYING THESE HIRED THUGS, BUT OUR HEROES MAY NEVER KNOW WHO.



COPS

COPS ARE ORGANIZED, HIGHLY TRAINED, DISCIPLINED FIGHTERS AND CONSTITUTE ONE OF THE HARDEST COMBAT CHALLENGES IN THE GAME. WATCH OUT FOR THEIR NIGHTSTICKS.




UNDERBOSS'S MINIONS

THE MINIONS WORK FOR UNDERBOSS, BUT THEY'RE NOT NEARLY AS DISCIPLINED OR TRAINED FIGHTERS AS SOME OF THE OTHER THUGS.

DEFAULT CONTROLS

KEYBOARD / MOUSE

RUN	W / A / S / D
CAMERA / LOOK	MOUSE LOOK / 
FAST ATTACK	DEL / MOUSE 1
HEAVY ATTACK	END / MOUSE 2
THROW	PG DN / MOUSE 3
USE	F
BLOCK / EVADE	SPACEBAR
CAMERA HELP	HOME (KEYBOARD)
SPECIAL ATTACK 1	Q
SPECIAL ATTACK 2	E
PAUSE / PAUSE MENU	ESC

GAME CONTROLLER

CONFIGURATIONS VARY ACROSS PC-BASED GAME CONTROLLERS. REFER TO THE CONTROLLER INSTRUCTION MANUAL FOR SET-UP INSTRUCTIONS.

- YOU WILL NEED AT LEAST ONE GAME CONTROLLER TO PLAY IN CO-OP MODE.

BASIC COMBAT

FAST ATTACKS

QUICK ATTACKS THAT DEAL LITTLE DAMAGE, BUT ARE GOOD FOR GETTING IN A FEW BLOWS TO STUN THE OPPONENT.



HEAVY ATTACKS

SLOWER AND MORE POWERFUL BLOWS; GOOD DAMAGE, BUT EASILY DEFENDED AGAINST.



BLOCKING / DODGING

HOLD THE DEFEND BUTTON TO PERFORM A BLOCK/DODGE MOVE. THESE MOVES ARE A GREAT WAY TO OPEN A COUNTERATTACK AGAINST THE ENEMY.

SPECIAL ATTACKS

RORSCHACH

BULL RUSH

THIS DEADLY ATTACK CAUSES RORSCHACH TO CHARGE FORWARD WITH BLINDING SPEED, KNOCKING DOWN ANY FOES IN HIS PATH, CAUSING GREAT DAMAGE.

RAGE MODE

UNLEASH RORSCHACH'S ANGER AND ENTER INTO A BLIND FURY OF BRUTAL BONE CRUSHING COMBAT FOR A BRIEF PERIOD. GREATLY INCREASES HIS DAMAGE, SPEED, AND AWARENESS, FELLING FOES WITH A SINGLE BLOW.



NITE OWL

STUN GRENADE

UTILIZING ADVANCED TECHNOLOGY, THESE SMALL BUT POWERFUL GRENADES HOLD AN ELECTRICAL CHARGE THAT, WHEN RELEASED, CAN CAUSE TEMPORARY BLINDNESS AND LOSS OF HEARING, RENDERING THE VICTIM VULNERABLE FOR A BRIEF PERIOD.



ELECTRIC OWLSUIT

COMPACT ELECTRIC GENERATORS IN THE OWLSUIT PROVIDE AN ELECTRICAL CURRENT THAT POLARIZES THE EXTERNAL SURFACE OF THE SUIT WHEN ACTIVATED. THIS UNLEASHES AN ELECTRIC BLAST THAT KNOCKS DOWN AND DAMAGES ENEMIES WITH ARCS OF LIGHTNING.

ADVANCED COMBAT



COMBOS

EACH HERO HAS THE NATURAL ABILITY TO STRING TOGETHER COMBINATIONS OF FAST AND HEAVY ATTACKS TO ADD EXTRA DAMAGE, AS WELL AS THE CHANCE TO FIND AND UNLOCK NEW DEVASTATING COMBO MOVES THROUGHOUT THE GAME. IMPROVED COMBOS CAN STUN, KNOCK DOWN, AND DECIMATE ENEMIES MORE QUICKLY, AND CAN EVEN HIT MULTIPLE ENEMIES AT ONCE.



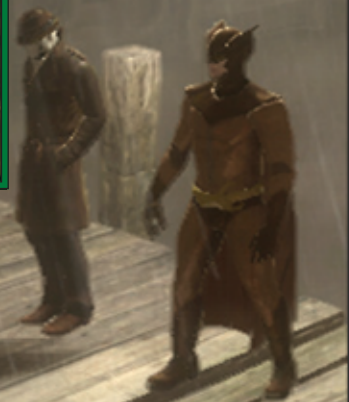
DISARMING

EVENTUALLY, THE HEROES LEARN HOW TO COUNTER AN OPPONENT'S ATTACK OR DISARM THOSE THAT ARE CARRYING DEADLY WEAPONS. TO TRIGGER A COUNTERATTACK, YOU MUST FIRST BLOCK OR DODGE AN ATTACK AND THEN PERFORM A FAST ATTACK ON THE ENEMY. KEEP IN MIND THAT TIMING IS IMPORTANT.



FINISHERS

AFTER CERTAIN FOES HAVE TAKEN A GOOD DEAL OF DAMAGE, A BUTTON ICON WILL APPEAR OVER THEIR HEADS. PRESS THE CORRESPONDING BUTTON TO TAKE THEM DOWN FOR GOOD.



ABILITIES




RORSCHACH

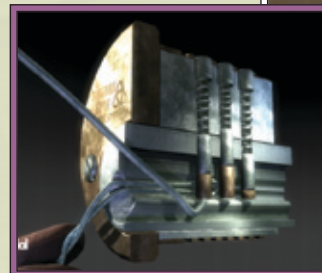
CLIMBING

AT KEY MOMENTS, RORSCHACH MAY NEED TO FIND AN ALTERNATE ROUTE. BEING SWIFT AS WELL AS AGILE, HE MAKES CLIMBING SEEM EASY. TO CLIMB, APPROACH A BRIGHTLY-LIT DRAIN PIPE AND PRESS THE USE BUTTON TO BEGIN CLIMBING.

LOCKPICKING

HAVING MASTERED THE ART OF PICKING LOCKS, RORSCHACH ALWAYS KEEPS A LOCKPICK OR TWO ON HAND JUST IN CASE. PICKING LOCKS IS USEFUL FOR ACCESSING OPTIONAL AREAS OFF THE BEATEN PATH, OR FOR FINDING THINGS THAT OUGHT NOT TO BE FOUND.

TO BEGIN LOCKPICKING, APPROACH A LOCKED DOOR/GATE AND PRESS THE USE BUTTON. MOVE THE LOCKPICK WITH W / A / S / D OR  , THE GOAL BEING TO MOVE EACH TUMBLER IN THE LOCK TO THE UP POSITION. PRESS E OR PULL  TO SET THE TUMBLER IN PLACE. ONCE ALL TUMBLERS ARE CLEARED, THE LOCK OPENS. PATIENCE CAN BE REWARDING.



NITE OWL

GRAPPLING

WITH AN ARRAY OF TECHNOLOGICAL GADGETS AT HIS DISPOSAL, NITE OWL'S GRAPPLING GUN IS THE VERY ESSENCE OF NECESSITY. FIRED USING COMPRESSED CO₂, THIS GUN PROPELS A HOOK AND LINE AND ALLOWS NITE OWL TO REACH NORMALLY UNREACHABLE AREAS. TO GRAPPLE, LOOK AT A "GRAPPLE HOOP" AND PRESS THE USE BUTTON. THE GRAPPLING GUN IS ALSO GREAT FOR RAPPELLING DOWN BUILDINGS.

LIFTING DOORS / GATES

THANKS TO THE POWER OF THE OWLSUIT, NITE OWL POSSESSES THE RAW STRENGTH AND STAMINA TO LIFT EXCEPTIONALLY HEAVY GATES, THEREBY ALLOWING THE MORE AGILE RORSCHACH TO ENTER UNDERNEATH AND UNLOCK THESE DOORS FROM THE INSIDE. TO LIFT A GATE, FIRST APPROACH THE GATE AND PRESS THE USE BUTTON, THEN RAPIDLY PRESS THE USE BUTTON TO BEGIN LIFTING THE GATE.

GAME MODES

STORY MODE



GO IT ALONE AND EXPERIENCE THE ENTIRE GAME AS RORSCHACH OR NITE OWL. THE UNCHOSEN HERO WILL FIGHT VALIANTLY BY YOUR SIDE UNDER THE CONTROL OF THE AI.

CO-OP PLAY



TEAM UP AND TAKE DOWN THE CRIMINAL SCUM OF THE CITY. EACH PLAYER CAN CHOOSE TO PLAY AS EITHER RORSCHACH OR NITE OWL. THIS MODE USES SPLIT-SCREEN ON THE SAME MACHINE, WITH CHARACTERS NOT BEING ABLE TO DAMAGE EACH OTHER.

- IN CO-OP MODE, AT LEAST ONE GAME CONTROLLER MUST BE CONNECTED TO THE PC.

HUD



HEALTH METER
RAGE METER



HEALTH METER
CHARGE METER

HEALTH METER

THIS YELLOW BAR IN THE LOWER LEFT OF THE SCREEN DISPLAYS THE PLAYER'S HEALTH. WHEN THE HERO IS HIT, SOME OF THE YELLOW BAR WILL DROP OFF. WHEN THE HERO BECOMES LOW ON HEALTH, THE SCREEN STARTS TO TILT AND BECOME RED, INDICATING THAT THE HERO IS CLOSE TO DEATH. HEALTH WILL REGENERATE OVER TIME IF YOU MANAGE TO STAY UNHARMED FOR A WHILE.

RAGE METER (RORSCHACH ONLY)

THIS GAUGE REPRESENTS RORSCHACH'S UNBRIDLED RAGE AND ANGER, WHICH BUILDS UP WHEN HE ATTACKS OR BECOMES WOUNDED. WHEN RORSCHACH TAPS INTO HIS RAGE, HE CAN UNLEASH DEVASTATING ATTACKS.

CHARGE METER (NITE OWL ONLY)

THIS GAUGE REPRESENTS THE COMPACT ELECTRIC GENERATOR WITHIN NITE OWL'S OWSUIT. OVER TIME THE GENERATOR BUILDS UP AN IMMENSE ELECTRICAL CHARGE WHICH, WHEN RELEASED, CAN POLARIZE THE SUIT AND CAUSE ADDITIONAL DAMAGE.

COLLECTIBLES

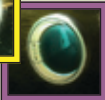
POSTERS

THESE POSTERS DISPLAYING SYMBOLS OF OUR HEROES PROVIDE IMPORTANT INFORMATION AND CAN EVEN GRANT ADDITIONAL ABILITIES WHEN READ. FIND THEM, READ THEM, LEARN FROM THEM.



TOKENS

SCATTERED THROUGHOUT THE GAME ARE TOKENS THAT DISPLAY A SYMBOL OF THE CORRESPONDING HERO. WHEN COLLECTED, THESE TOKENS GRANT ADDITIONAL ABILITIES.



CARDS & BATTERIES

SCATTERED THROUGHOUT THE GAME AT HIDDEN LOCATIONS ARE RORSCHACH CARDS OR OWLSUIT BATTERIES. WHEN COLLECTED, THE CARDS OR BATTERIES EXTEND THE RAGE OR CHARGE METER.



WEAPONS (RORSCHACH ONLY)

WHEN THUGS OR SCUMBAGS ARE DISARMED OR KNOCKED DOWN, THEY DROP THEIR WEAPONS. RORSCHACH CAN TAKE ADVANTAGE OF THESE WEAPONS BY WALKING OVER A BRIGHTLY LIT WEAPON AND PRESSING THE USE BUTTON TO PICK IT UP.

WEAPONS DEAL CONSIDERABLE DAMAGE; HOWEVER THEY'LL BREAK AFTER A FEW HITS. RORSCHACH MAY ALSO BE DISARMED BY THE VERY ENEMIES HE FIGHTS, SO BE CAREFUL! TO DROP THE WEAPON, PRESS THE THROW BUTTON.



PAUSE MENU

PAUSE MENU

RESUME	RESUME THE GAME IN-PROGRESS.
ABILITIES	DISPLAY A LIST OF ALL LOCKED AND UNLOCKED MOVES AND ABILITIES, INCLUDING DESCRIPTIONS.
HELP & OPTIONS	LEARN HOW TO PLAY, CHANGE CONTROLLER SETTINGS, ADJUST AUDIO/VIDEO SETTINGS, AND TOGGLE SUBTITLE TEXT ON/OFF.
REPLAY CHAPTER	RESTART THE CURRENT CHAPTER (ALL UNSAVED PROGRESSION WILL BE LOST).
EXIT GAME	RETURN TO THE WATCHMEN MAIN MENU.

CREDITS

TO SEE A LIST OF CREDITS OF THOSE WHO BROUGHT YOU THIS GAME, PLEASE GO TO WWW.WATCHMENVIDEOGAME.COM.

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