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.

ESRB Game Ratings
The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:
• Rating Symbols suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
• Content Descriptors indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.

For more information, visit www.ESRB.org.

INSTALLATION

Insert the Dishonored Disc into your DVD drive and then use the menu that appears shortly after to install the game.

Should the menu not appear, open My Computer and double-click on the DVD drive that has the Dishonored Disc in it. Locate and double-click setup to begin the installation process.

Follow the instructions to install the game on your computer.

As soon as you launch Dishonored, select New Game to start a new game.

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**STORY OVERVIEW**

*Dishonored* takes place in Dunwall, an industrial whaling city in the grip of a terrible plague.

Dunwall, located on the Isle of Gristol, is the capital of the Empire of Isles, a collective of four nation-states, tightly grouped in an otherwise hostile ocean. In the years leading up to the plague, a new process was discovered for making whale oil more volatile, powering a series of astounding technological inventions. Despite Dunwall’s technological prowess, the city’s elite have been unable to stem the epidemic that has plunged the once-great capital into chaos. Crime and gang activity are at an all time high, and the City Watch – armed with militarized security technology – have cracked down hard on the populace. Food, whale oil and elixirs designed to fight the plague have been strictly rationed. The situation is dire.

This city is where you live... You, Corvo Attano, Royal Protector to Empress Jessamine Kaldwin.

Weeks ago, your Empress dispatched you to seek aid from Gristol’s neighboring nations. Leaving the city of Dunwall, you traveled to the other Isles – Morley, Tyvia and Serkonos. Now you return to her with dreadful news...

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**PLACES OF INTEREST**

**DUNWALL TOWER**
Located along the Wrenhaven River that runs through the heart of the city, Dunwall Tower is the home of the Empress and other important government figures.

**ESTATE DISTRICT**
Built around a smaller tributary of the Wrenhaven River – referred to as the Serpentine – the Estate District is where Dunwall’s aristocracy resides. In the center of the district is an ancient walled structure, the Boyle Estate, home to one of Dunwall’s wealthiest families.

**HOLGER SQUARE**
The site of the Office of the High Overseer is home to the leader of the predominant religious group across the Isles, The Abbey of the Everyman.

**THE FLOODED DISTRICT**
Following the collapse of a water barrier, the buildings in this flooded district have mostly been vacated. It now plays host to thugs and thieves and supposedly, cultists and other practitioners of black magic as well. The City Watch has been spotted here dumping bodies of the plague-infected Weepers.

**KALDWIN’S BRIDGE**
This massive structure stretches across the Wrenhaven River. It was originally commissioned by Emperor Kaldwin, father of the Empress, but has been fortified in recent months with new Sokolov technologies.

**KINGSPARROW ISLAND**
This small island is located at the mouth of the Wrenhaven. A new lighthouse is currently being constructed here under the direction of the Royal Spymaster, Hiram Burrows.

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The family silver mines haven’t been producing as much, it’s true. My brother Morgan and I have given it our all as they say, but apparently the quality of labor has greatly fallen since our father’s time.

--Lord Custis Pendleton, House of Parliament

The City Watch ain’t as smart as you think. Mostly, they make their stripes fightin’ young orphan kids out to steal their dinner. Any time the Watch comes up against me and the lads, or any of the other respectable outfits, it’s a different story. They look the other way and whistle their way down the street. Most of ’em are afraid of a good knife fight.

--Black Sally
KEY CHARACTERS

CORVO ATTANO
The Royal Protector, Corvo Attano, is originally from the Isle of Serkonos, making him an outsider in Dunwall. Assigned to serve the Empress as a diplomatic gesture, Corvo loyally serves as a bodyguard and agent.

EMpress JESSAMINE KALDWIn
Empress Jessamine Kaldwin rules over an empire in turmoil. She sees it as her duty to protect her people from the plague, and she regularly spars with her Royal Spymaster over how best to deal with the crisis.

EMILY KALDWIn
Young daughter of the Empress, and future heiress to the throne. Emily has spent most of her childhood under the protection of Corvo.

HIRAM BURROWS
The Royal Spymaster of Dunwall, Burrows is committed to ensuring his vision of Dunwall’s future. He blames the City’s problems on the Empress and on the laziness and disorder of the common people.

HIGH OVERSEER THADDEUS CAMPBELL
Dunwall’s chief religious figure, High Overseer Campbell is the leader of the “Abbey of the Everyman.”

ANTON SOKOLOV
Royal Physician and Head of the Academy of Natural Philosophy, Sokolov invented most of the new technology Dunwall has flourished on. Having painted portraits of the city’s elite in his home on Kaldwin’s Bridge, his talents are not limited to natural philosophy. Before the plague, “Sokolov Paintings” were considered fashionable and fetched a good price among the city’s aristocracy.

MENUS

MAIN MENU

CONTINUE
Resume your game from your last saved point.

NEW GAME
Start a new game.

MISSIONS
Replay selected missions that you’ve already completed. (Note that you’ll start the missions with the equipment you had when reaching them the first time.)

LOAD
Load a specific saved game. Note that while Dishonored will autosave at certain points, you can also save the game manually at any time when not in combat.

OPTIONS
Adjust gameplay, display, audio and control settings.

HEADS UP DISPLAY

Health Bar  Mana Bar  Gadget/Power Equipped  Objective Tracker  Crosshair
CONTROLS LAYOUT

Controller instructions on back cover.

QUICK-ACCESS WHEEL

The Quick-Access Wheel lets you equip any of your gadgets or powers to your left hand. From there you can also use your health or mana elixir.

You can assign shortcuts to any of your gadgets or powers by highlighting them on the wheel and pressing 1 thru 0.

OBJECTIVES

Provides a high-level summary of your current mission. This menu also displays the goals you need to accomplish and allows you to enable/disable tracking of each one. “Mission Clues” lists useful information you have gathered so far and any mission-critical items you’re currently carrying.

NOTES

Lists all books, audiographs and written notes you’ve found in the game. Books usually provide background or story information, while notes very often pertain to specific missions.

POWERS

Lists the supernatural powers you have acquired, and lists additional powers you can acquire or upgrade, along with their associated rune cost. In this section you will also find descriptions of all the powers and tactics related to their use.

BONE CHARMS

Displays the Bone Charms you have collected and allows you to equip them to enhance your abilities.

INVENTORY

Displays any keys, ammunition, elixirs, gadgets or upgrades that you have collected.

I remember the night the dams broke and Rudshore flooded. Me and Crowley took some of the boys out there to see what we could grab. Rich people and servants running crazy, trying to carry rugs and furniture out as the waters came in. Easy money, that night.

--Slackjaw, Bottle Street Gang
GAMEPLAY

Dishonored’s missions will provide you with specific goals, but each goal can be completed in numerous ways, allowing you to develop your own approach and style of play. A wide range of abilities and gadgets can be employed to support your chosen path.

COMBAT

Combat in Dishonored involves the dual-wielding of your sword and another power or gadget.

Your sword is always held in your right hand. Press LEFT MOUSE BUTTON to slash enemies and CTRL to block incoming attacks. Blocking just before an enemy lands a hit will result in a powerful counter that puts them off balance and allows for a quick counter-attack.

In your left hand, you can equip any of your available gadgets or powers, such as the Pistol, Crossbow, Grenades, Blink or Bend Time. Press and hold MOUSE WHEEL BUTTON to bring up the Quick-Access Wheel, use the MOUSE WHEEL to select your power or gadget, and press 1 thru 0 to activate it when in the game.

STEALTH

Toggle Sneak Mode by tapping C then hide behind cover so that enemies won’t see you. While hidden behind walls and other objects, you can lean around a corner by holding Q or E to safely scout ahead.

Sound also factors into whether enemies will detect you, so avoid sprinting or making loud noises if you wish to remain undetected. Note that you can use sound as a way to distract enemies; fire a crossbow bolt or toss a nearby bottle in order to direct your enemies’ attention in a specific direction.

Enemies will become alarmed and begin searching for you when they spot corpses and unconscious characters. To pick up an incapacitated enemy, look at the body and hold F. Find a remote location to hide them and drop the enemy by tapping F, or throw the body by clicking the LEFT MOUSE BUTTON.

Assassination

Approaching enemies unaware enables stealthy assassination moves.

When next to an enemy that has not yet spotted you, click the LEFT MOUSE BUTTON to quickly assassinate them. You can also pull off drop assassinations when falling or jumping from height; simply face the enemy as you fall toward them and click the LEFT MOUSE BUTTON, when prompted, to take them down from above.

For a nonlethal approach, you can also press and hold CTRL when directly behind an unaware enemy to choke and render them unconscious.

WEAPONS

SWORD

Corvo’s primary weapon, the sword is equally useful for both stealth assassinations and melee combat. The dense metal used to create this unique sword makes it the perfect defensive weapon to block incoming blade attacks.

PISTOL

Used by officers of the City Watch, pistols are a good weapon to compliment your sword in a brawl. They can be armed with standard or explosive ammunition.

CROSSBOW

The crossbow is an excellent choice for silent takedowns. It can be loaded with a variety of ammunition, including regular metal bolts, sleep darts, or the more destructive incendiary bolts.

GRENADES

Thrown explosives are useful for killing multiple targets at once or for taking down particularly tough enemies. Its variation, the Sticky Grenade, will attach to any surface — including living creatures — before detonating.

SPRING RAZOR

These deadly devices act like proximity mines that can be fixed to floors, walls or creatures. When activated, the trap unleashes a flurry of blades, eviscerating anything in the vicinity.
SUPER自然力

每一种力量都可以升级到第二级来提高其功能。

**Blink** - 隐蔽地将你传送到附近的位置。按住**RIGHT MOUSE BUTTON**激活Blink瞄准图标，瞄准图标并按**RIGHT MOUSE BUTTON**将你传送到目标位置。瞄准Blink图标到达更高的位置，或者结合Blink使用跳跃来执行空中技巧。第二级可以增加范围。

**Dark Vision** - 显示敌人的视野，也提供一种声音的视觉表示，非常适合偷袭。第二级可以显示安全系统和有价值的物品。

**Possession** - 与任何生物的身体物理融合，允许你隐藏或通过小空间而不被发现。第二级允许你控制人类。

**Bend Time** - 显著减慢周围的环境，允许你更有效地战斗或偷袭。第二级可以完全停止时间，期间敌人和安全系统将对你视而不见。

**Devouring Swarm** - 召唤出一群凶猛的老鼠，然后吞噬尸体或攻击最近的生物。第二级召唤出更大、更凶猛的老鼠群。一次只能召集群鼠。

**Windblast** - 释放一股强大的风，将你的敌人吹倒。这种力量也可以浇灭火焰，打碎木门，并将弹丸反射回敌人的身边。第二级可以增强风力。

**Shadow Kill** - 每次你暗杀了未察觉的敌人，他的尸体就会变成灰。第二级可以让你在敌人察觉到你的情况下杀死敌人。

**Blood Thirsty** - 允许你通过阻挡攻击、发动暗杀或造成伤害来积累Adrenaline。一旦Adrenaline达到最大值，你就可以释放致命的攻击。第二级可以加快Adrenaline的积累，并允许你对多个敌人进行双攻。

**Agility** - 允许你跳得更高。第二级允许你跑得更快。

**Vitality** - 增加你的最大生命值。第二级可以让你在战斗中快速恢复生命。

WITCHCRAFT & THE OUTSIDER

在最近的工业浪潮中，Dunwall的黑暗角落中，神秘的 Outsider的影子仍然存在。

**RUNES**：Outsider的力量是通过雕刻成鲸鱼骨的工具来传输的，叫做Runes。收集Runes可以让你花钱解锁新的力量。选择你的力量时要谨慎，因为Runes非常稀有。

**BONE CHARMS**：探索Dunwall时，你还会找到Bone Charms，这是一种更小的Runes版本，可以让你增强一些能力。你只能装备一定数量的Bone Charms，但这个限制可以在游戏中增加。

SHOP / UPGRADES / BLUEPRINTS

随着城市陷入混乱，任何你找到的杂物都可以在黑市中高价出售。你赚到的钱可以用来购买新的设备升级。你还会在探索Dunwall时发现蓝prints。收集它们可以解锁高级设备升级。一旦收集到一个Blueprint，对应的设备升级就会在Piero的工作室中出售。

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My time is greatly in demand, I assure you. The work is constant, lecturing at the Academy, painting portraits of the gentry, or supervising the installation of a new security system somewhere in the city. So if I spend a night or two at my home on Kaldwin's Bridge, pursuing my own pleasures, you'll have to forgive me. Or don't. It matters nothing to me.

--Royal Physician Anton Sokolov, Academy of Natural Philosophy
**Elixirs:** Elixirs can be found throughout Dunwall and used at any time to replenish your health (red elixir) or your mana (blue elixir).

**Food:** Eating food is a quick way to restore some health. Unlike elixirs, food cannot be stored and is automatically consumed when picked up.

**Rewire tools:** These are single-use items that allow you to hack city devices. Once rewired, alarms can no longer be sounded, while Walls of Light, Arc Pylons and Watch Towers will turn against the City Watch.

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**The City Watch**

Dunwall is littered with technology that the City Watch employs to control the populace. Depending on the situation, you may wish to avoid, disable, or rewire these devices.

**Watch Alarm**

When activated, this simple alarm system will signal guards in the area to search for you. Switch them off to end the search, or rewire them to disable the alarm permanently.

**Watch Tower**

Watch towers scan the surrounding area with massive floodlights, firing flaming arrows at enemies of the City Watch. Stay out of the light to pass by undetected, or find a way to climb up and disable them.

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**Family Settings**

Windows Parental Controls (Vista and Windows 7) enable parents and guardians to restrict access to mature-rated games and set time limits on how long they can play. For more information, go to [www.gamesforwindows.com/isyourfamilyset](http://www.gamesforwindows.com/isyourfamilyset).

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**Wall of Light**

Only City Watch guards can pass through a Wall of Light without being instantly vaporized. Deactivate these barriers by removing their energy source, or bypass them using other creative means.

**Arc Pylon**

Arc Pylons disintegrate enemies of the City Watch that come within their proximity. Like the Wall of Light, they can be deactivated or subverted in several ways.

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I’ve been a nanny in some fine houses across Dunwall and I can tell you, I dread the day that some of those children grow up to run this city. Most of them are even more spoiled than their parents, and all the nannies in the world couldn’t help them become decent folk.

-- Callista Curnow

It’s all wonderful, the new Sokolov devices. Those fierce walls of light, keeping the riffraff at bay, and now we’ve got electrical lighting in the evening, making our garden dinners much more pleasant. And all it costs is a bit of whale oil, simply plucked from the Ocean. It’s a marvelous age to be alive.

-- Waverly Boyle
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For technical and customer support, please call 410-568-3685, 9:00 am to 5:00 pm Eastern time Monday through Friday, excluding holidays or visit www.bethsoft.com. If you are outside the United States, send your Game disc to Bethesda Softworks, 1370 Piccard Drive, Suite 120, Rockville, MD 20850, USA, together with a dated proof of purchase, your product number, a brief description of the error or defect, and your return address.
Steam registration code: