

# WANTED

WEAPONS OF FATE





## Important Health Warning About Playing Video Games

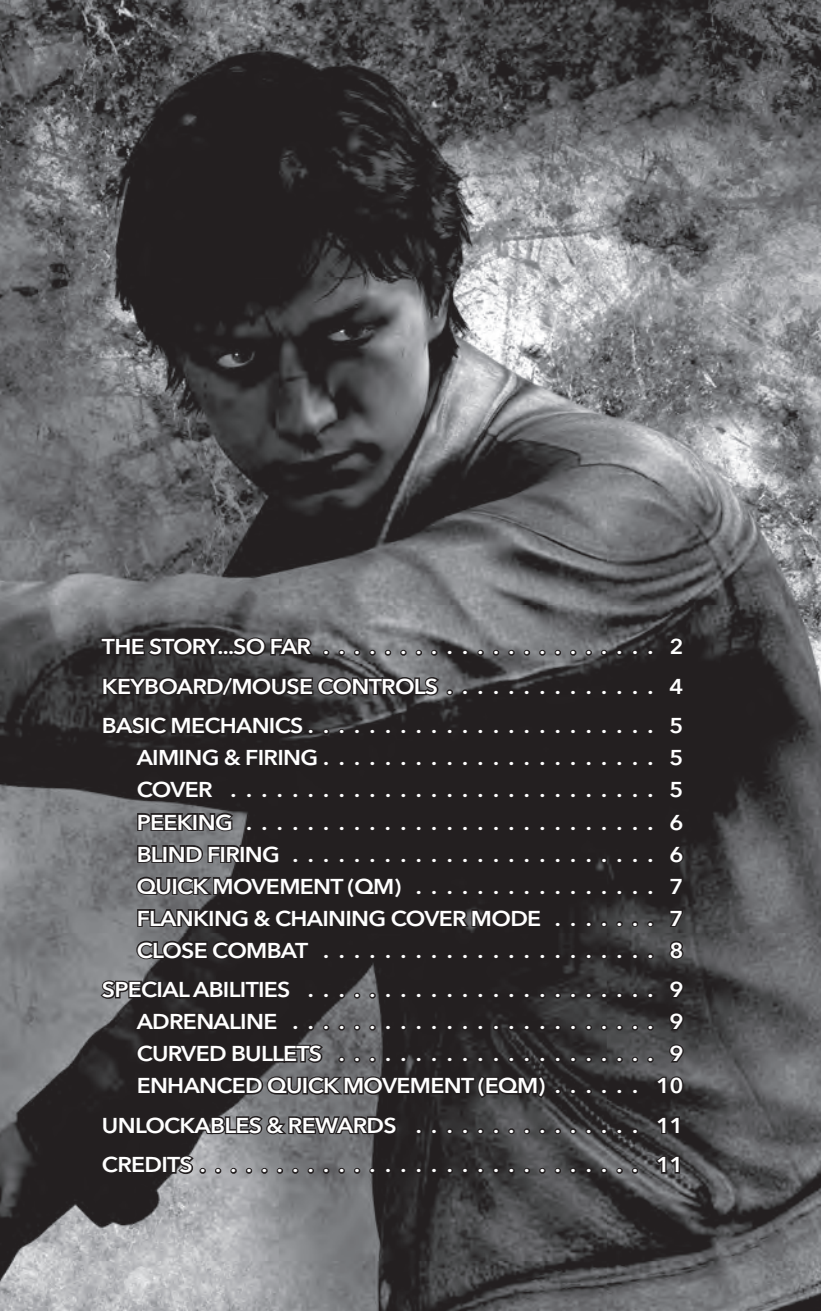
### **Photosensitive Seizures**

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.

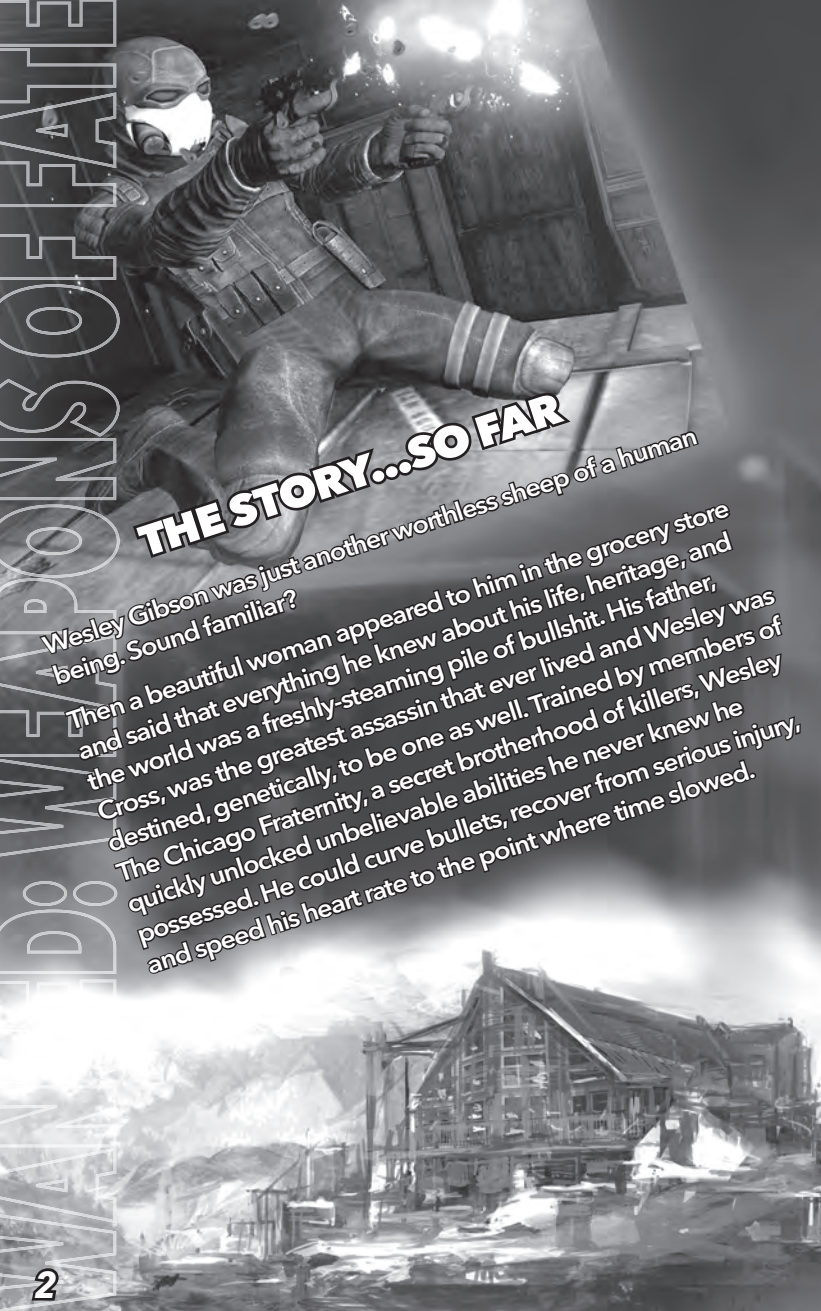
These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling 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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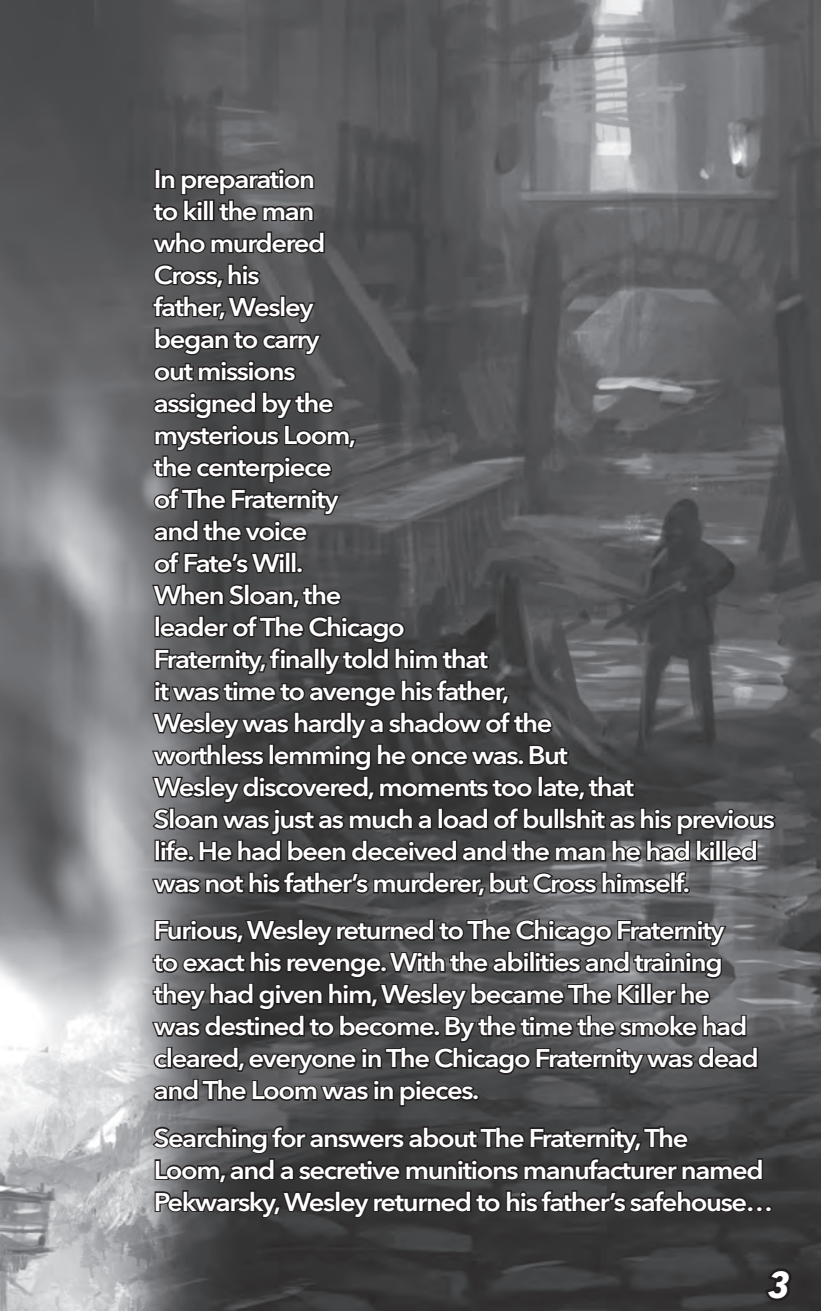
WESLEY GIBSON'S FATE

## THE STORY...SO FAR

Wesley Gibson was just another worthless sheep of a human being. Sound familiar?

Then a beautiful woman appeared to him in the grocery store and said that everything he knew about his life, heritage, and the world was a freshly-steaming pile of bullshit. His father, Cross, was the greatest assassin that ever lived and Wesley was destined, genetically, to be one as well. Trained by members of The Chicago Fraternity, a secret brotherhood of killers, Wesley quickly unlocked unbelievable abilities he never knew he possessed. He could curve bullets, recover from serious injury, and speed his heart rate to the point where time slowed.










A dark, atmospheric scene of a person standing in a large, industrial-looking space. The person is silhouetted against a bright light source, possibly a window or a large opening. The space is filled with various structures, pipes, and machinery, creating a complex and somewhat chaotic environment. The overall mood is mysterious and somber.

In preparation to kill the man who murdered Cross, his father, Wesley began to carry out missions assigned by the mysterious Loom, the centerpiece of The Fraternity and the voice of Fate's Will. When Sloan, the leader of The Chicago Fraternity, finally told him that it was time to avenge his father, Wesley was hardly a shadow of the worthless lemming he once was. But Wesley discovered, moments too late, that Sloan was just as much a load of bullshit as his previous life. He had been deceived and the man he had killed was not his father's murderer, but Cross himself.

Furious, Wesley returned to The Chicago Fraternity to exact his revenge. With the abilities and training they had given him, Wesley became The Killer he was destined to become. By the time the smoke had cleared, everyone in The Chicago Fraternity was dead and The Loom was in pieces.

Searching for answers about The Fraternity, The Loom, and a secretive munitions manufacturer named Pekwarsky, Wesley returned to his father's safehouse...

# KEYBOARD/MOUSE CONTROLS

|  |       |   |
|--|-------|---|
|                      | ..... | Movement                                |
| spacebar   | ..... | Get in /out of cover,<br>Quick Movement |
|  + spacebar          | ..... | Enhanced Quick<br>Movement              |
| mouse  | ..... | Camera                                  |
| right mouse button   | ..... | Precision aiming                        |
| left mouse button  | ..... | Shoot                                   |
|                      | ..... | Close combat                            |
|                      | ..... | Reload                                  |
|                      | ..... | Swap weapon                             |
|  + left mouse button | ..... | Curved Bullet                           |
| Backspace key  | ..... | Objectives                              |
|                      | ..... | Pause Menu                              |



# BASIC MECHANICS

## AIMING & FIRING



When this reticle is over an enemy, it will turn **RED** if you can hit him. Press the left mouse button to shoot.

To enter Aiming Mode, hold down the right mouse button and move the aiming reticle, using the mouse to place the reticle over enemies.



## COVER



To detach from a cover point, press the spacebar again.

In *WANTED: WEAPONS OF FATE*, you either get into cover or die. Approach a cover spot and press the spacebar to enter Cover Mode.



## PEEKING



While in cover, you are protected from oncoming enemy fire, but you also lose sight of your enemies. To see your attackers, you must take a risk and peek out of cover. To peek, hold **A**, **W** or **D** (left, up or right) toward the edge of your cover, depending on the cover object you are attached to.

## BLIND FIRING

To Blind Fire, hold down the left mouse button while in cover. This will cause enemies in range to take cover.





## QUICK MOVEMENT (QM)



While Wesley is peeking, if there's another cover nearby that he can move to, a QM icon will appear on-screen.

Press the spacebar when the QM icon is visible to make your character move quickly to that cover spot.

It is possible that a cover will have 5 QM points. Using Quick Movement is the fastest and safest way to move through combat areas.



## FLANKING & CHAINING COVER MODE

To sneak behind enemies and kill them unaware, you'll need to enter Chaining Cover Mode. Shoot from cover using Blind Fire. When the screen gets a *WHITE SHINE*, it indicates that all enemies have hidden behind cover. Use Quick Movement to flank the enemies.



While you're in Chaining Cover Mode, each successive Quick Movement makes you move faster and faster.

## CLOSE COMBAT



If you get close enough to an enemy, you'll be prompted with the Melee icon.

Then, you can perform a close combat attack by pressing . It is possible to kill an enemy over or around a corner.



Close combat attacks can be used to eliminate enemies in or out of cover.



If you approach an enemy from behind, the Meatshield icon appears, indicating that you can use the enemy as Meatshield by pressing .



# SPECIAL ABILITIES

## ADRENALINE



To perform special abilities, you'll need to use Adrenaline. You earn Adrenaline by killing enemies. Enemies eliminated in melee combat yield additional Adrenaline.

## CURVED BULLETS



You must have at least 1 Adrenaline point to curve a bullet. To use it, press **SHIFT** + the left mouse button whenever an enemy is in front of you, even if he's hiding behind a cover.


The enemy's shape will be highlighted. Bend the bullet trajectory by moving the mouse. When the bullet trajectory turns *WHITE*, the Curved Bullet will successfully hit its target. Release the left mouse button to shoot the Curved Bullet.



When you unlock the Fire Eaters, you'll be able to use the Curved-Bullet skill Shrapnel Storm, which consumes 2 Adrenaline dots and creates a damage area effect that harms multiple enemies at once. Manipulating the trajectory of the Shrapnel Storm changes the radius of the damage.

## ENHANCED QUICK MOVEMENT (EQM)



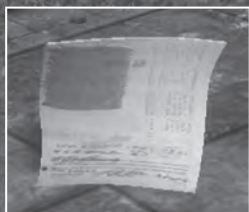
If you have 2 Adrenaline points, you can activate the EQM ability by pressing  + the spacebar when peeking from cover.

While you're performing an EQM, time slows down and you are able to fire at enemies while moving between cover positions. During this time, you are also invulnerable.



WANTED: WEAPONS OF FEAR

# UNLOCKABLES & REWARDS



Throughout *WANTED: WEAPONS OF FATE*, you can collect unlockable art, videos, team quotes, and more by locating all the hidden Loom of Fate orders.

Accomplishing in-game goals and inputting codes hidden throughout the *WANTED: WEAPONS OF FATE* universe can earn rewards like alternate playable characters, gameplay enhancements, and additional game modes such as Time Attack, Headshot Mode and Close Combat Mode.

## CREDITS

To see a list of credits of those who brought you this game, please go to [www.WantedVideogame.com](http://www.WantedVideogame.com).

**NOTES**



WANTED: WEAPONS OF FAITH



# WANTED: WEAPONS OF FAITH

**NOTES**

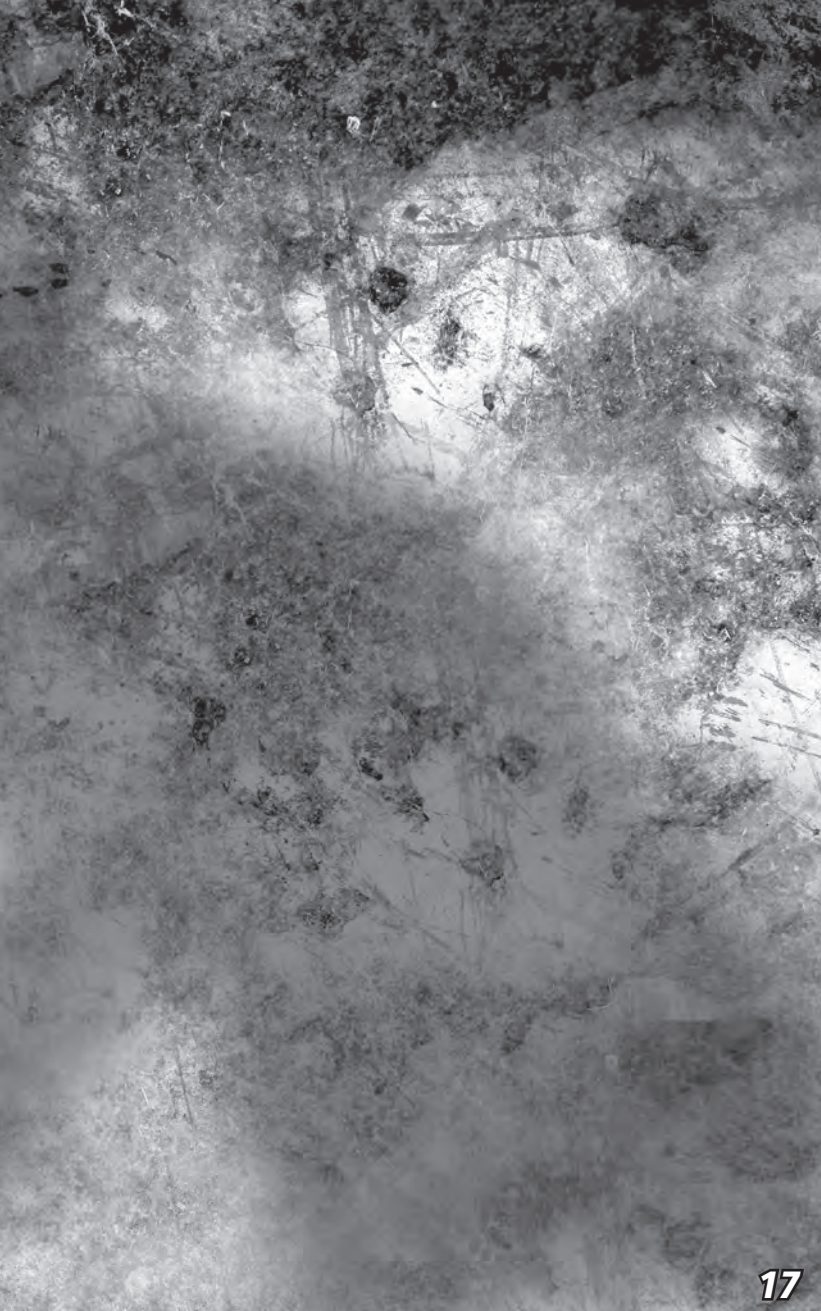






# WANTED: WEAPONS OF FAITH

**NOTES**



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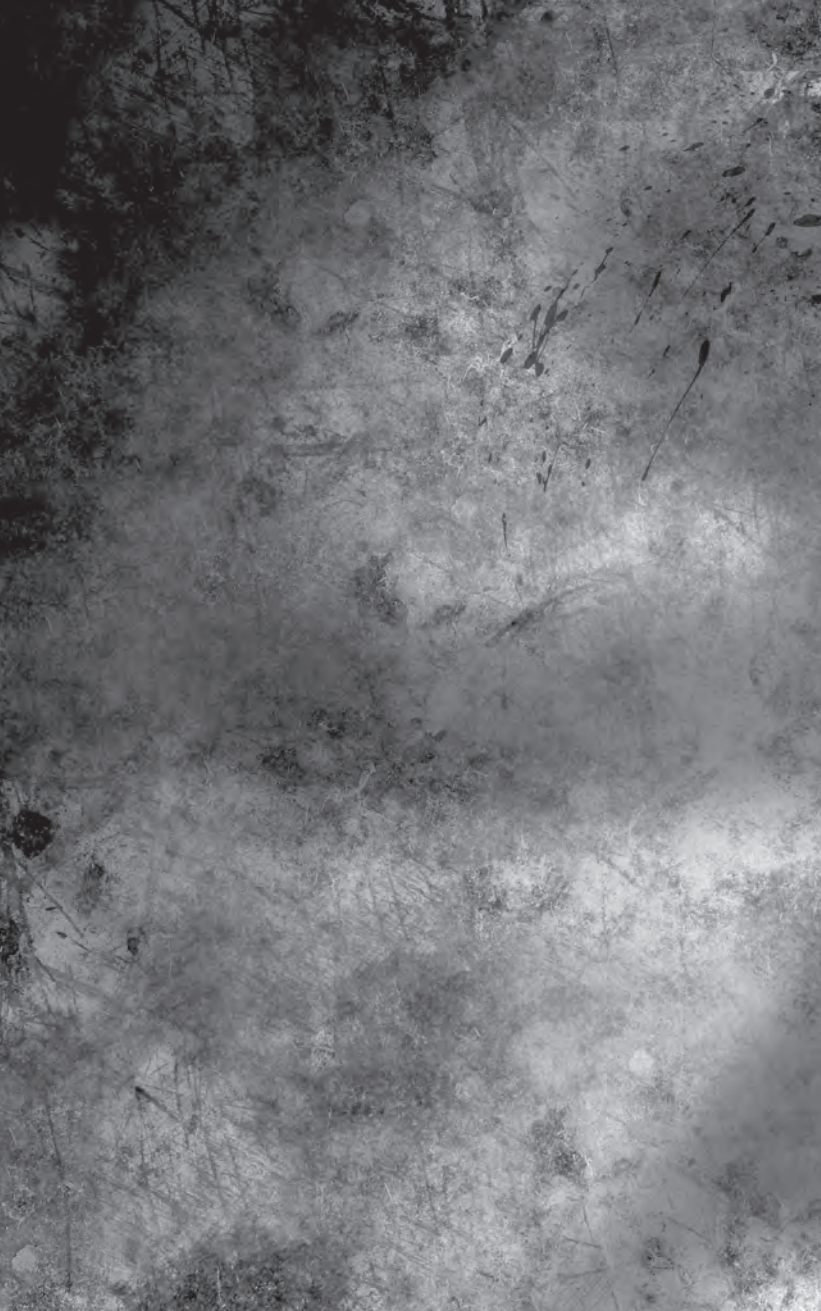
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ASSAULT ON DARK ATHENA

**BE RIDDICK**  
**4.07.2009**

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|----------------------------|---|
| <b>MATURE</b>              | <b>17+™</b>   |
| <b>M</b>                   | Blood and Gore<br>Intense Violence<br>Sexual Content<br>Strong Language |
| <b>ESRB CONTENT RATING</b> | <a href="http://www.esrb.org">www.esrb.org</a>                          |

[www.riddickgame.com](http://www.riddickgame.com)



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