

# BLOODY GOOD TIME



UBISOFT

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# CONTROLS

<b>W</b>	Move forward
<b>S</b>	Move back
<b>A</b>	Move left (strafe)
<b>D</b>	Move right (strafe)
<b>SPACE</b>	Jump
<b>Mouse 1</b>	Attack
<b>Mouse 2</b>	Switch Hot Slot
<b>Mouse 3</b>	Equip/Unequip
<b>Mouse wheel</b>	Next Inventory Item
<b>Mouse wheel</b>	Previous Inventory Item
<b>E</b>	Weapon Inventory
<b>Q</b>	Murder Aid Inventory
<b>G</b>	Drop Item (HOLD)
<b>F</b>	Interact
<b>TAB</b>	Show Scores
<b>R</b>	View Map
<b>Y</b>	Chat message

You can customise the controls to your preference by accessing Options from the Main Menu.



# WELCOME TO HOLLYWOOD!

## INTRODUCTION

### Welcome to Hollywood! The home of fame and fortune!

That's what the flyer said anyway. The reality hasn't proven quite so fruitful. But you're no quitter. The failed auditions and humiliating rejections may have taken their toll on your optimism, but they haven't soured your ambition. All you need is one shot, and you'll do whatever it takes to get it.

Fortunately for you, the notorious Director X has arrived in town. His methods – shrouded in secrecy and coated in controversy – have produced some of the finest slasher films ever committed to celluloid. While normally you'd never have the audacity to try and approach an award winning specialist for a role, Director X is not your typical prima donna. In fact, he is renowned for snubbing the famous in favour of unknowns! Fresh faces are all Director X looks for, and with your embarrassingly empty resume you're as fresh as they come!

However, other hopefuls are also in the running, so you're going to need to prove your worth if you're to hit the leading credits. This job's going to be murder!

#### Meet Director X

Creator of slasher classics such as "A Stab in the Dark" and "Two Stabs in the Dark" – Director X has become one of the most notorious and successful horror movie creators of all time.

Ever insistent on using his own crew and only ever selecting a cast of unknown young actors, very little is known about his methods. What is known is the frightening realism he manages to inject into his movies. If only people questioned why his stars are never heard of again...



# THE CAST

## The Surfer

A Californian surfer who'd like to make it big in the movies. After winning a surf competition, he found B-list fame by appearing on a celebrity island show - a show he eventually won by eating disgusting insects and backstabbing his fellow competitors.



## The Beach Babe

The star of long running TV series "Beach of Dreams". As she is under contract with the studio she knows the set like the back of her hand, and because she's quite the buxom beauty, Director X approached her about featuring in his new movie. As ambitious as she is beautiful, she was never going to say no...



## The Gambler

A gambler not just in the professional sense - though he was the winner of the last five Cross County Texas Hold 'Em Tournaments - but also in his approach to life. This goes some way to explaining why this millionaire has bet his fortune on him earning the leading role!



## The Bunny Girl

After a stint in "gentleman's" videos, this young lady has found it hard to get a foot in Hollywood's door. Thanks to Director X's non-judgemental approach to casting, this could be her chance! She's used to going "all the way" for the movies, but when faced with murder will she be like a rabbit in the headlights?



## The Stoner

Surprisingly intelligent behind his misleading exterior, this laid-back stoner has an encyclopaedic knowledge of the horror movie genre. He has always wanted to live out a scenario from one of those movies, believing he'd easily put to shame the stupid killer-fodder so prevalent in most. Well now is his chance to prove it for real!



## The Goth

A devoted goth with a keen interest in the darker side of life. As the president of Director X's fan club, she has better idea of what to expect than the other cast members, but even she doesn't know the full extent of his methods! Neurotic, dangerous and passionate about violence, she has long wanted to star in his films, and she'll let nothing get in her way!



### The Clown

Charged with the mass murder of a group of tourists onboard a cruise ship, The Killer was freed on a technicality. Widely believed to be guilty, he enjoyed a brief stint on the talk show circuit before disappearing back into obscurity.

Director X asked him to join the cast because he wants an authentic serial killer on board to make it “real”.



### The Showgirl

Having worked as the star attraction in burlesque shows for several years, this showgirl has tired of the nightly routines, and all for what? Not a decent paycheck, that's for sure! She's performed for plenty of actors in her time, she seen them splash the cash around, and now she intends to get in on the action!



## GETTING STARTED MENU NAVIGATION

Navigate the menus using the mouse or the Up and Down arrows on your keyboard.

Left-click or press the Enter key on your keyboard to select the highlighted option.

Press Esc or Left-click on “Cancel” to cancel and return to the previous menu.

## MAIN MENU

### Arcade Mode

Play against AI controlled opponents. Perfect for newcomers learning the ropes!

### Find Server

Join an existing game and play against opponents over the network.

### Create Server

Host a game and play over the network against friends or other opponents.

### Achievements

Chart your progress from wannabe to screen legend by looking back over your Achievements.

### Options

Change your controls and settings to match your preferences.

### How to Play

Learn the rules of the game.

### Credits

Display the credits of the game.

### Quit

Quit the game and return to your desktop.



# CREATE SERVER

When you choose to host a game you'll be presented with the Create Server screen. This allows you to customise the game you are about to play. Note that not all options can be adjusted in all game types.

<b>Map</b>	Choose the film set you'll be playing on.
<b>Game Type</b>	Choose the game mode to play.
<b>Hostname</b>	Choose a name for the game you create.
<b>Server password</b>	Set the password that will be required to join the game.
<b>LAN only</b>	Set to "Yes" if you want to restrict the game to your local network only. Set to "No" to allow any player to join in.
<b>Max Players</b>	Set the maximum number of players allowed in this game.
<b>AI Extras</b>	Number of AI bots playing as extras (ambient AI).
<b>Round Length</b>	The time in seconds that each round lasts.
<b>Deathmatch Length</b>	The time in seconds that the match lasts (only available on Deathmatch mode).



# GAME MODES



## The Hunt

Each player is assigned a Quarry to kill, but in turn becomes the Quarry of another player! Watch your back for the Hunter coming to track you down, but don't forget that it's killing your own Quarry that will bring you the Fame you're looking for!



## Revenge

Here each kill results in a new Quarry – the Quarry of your last victim. Unfortunately for you, while you work your way through the cast each of your victims has also been assigned a new target – you! So keep a look out for their murderous revenge, as before long you could have an army of them on your tail!



## Elimination

In Elimination you will be knocked out of a round if you are killed by your Hunter. On the other hand, if you knock off your target you will be assigned their Quarry as your own so you can take them out of the scene. Work your way through your rivals and emerge as the last man standing to earn a hefty Fame bonus for your troubles!



## Deathmatch

A simple, non-stop, unscripted free-for-all! Use the FFK table to wreak havoc on set with the most rewarding weapons. Everyone is a target here, so kill 'em all and you'll climb to the top of the table. Show no mercy!



# THE GAME SCREEN



A	<b>Player Info</b>	Displays your Health, Needs, Fame, and Rank.
B	<b>Event Ticker</b>	Displays gameplay events such as kills, rank changes, inventory updates and more.
C	<b>Mini-Map</b>	Displays your position on an overview of the surrounding area. Objectives and items of interest are marked as icons.
D	<b>Security State</b>	Alerts you when you are within security zones, wanted or in disguise.
E	<b>Objective Panel</b>	Displays your current objective and its location.

F	<b>Scene Info</b>	Displays the current scene type, the time remaining in the scene and the scene's position in the game. Director X will occasionally pop up to update you with hints and messages.
G	<b>Inventory</b>	Displays the currently selected murder aid (left) and weapon (right). When equipped, the item expands.
H	<b>Interactions</b>	Alerts you when you are able to carry out an interaction.

# PLAYING THE GAME

## Game Objectives

The aim of the game is to earn the leading role in one of Director X's new movies. To do that you'll need to earn Fame, and that means performing well in each of the Director's violent, murderous games!

## Scenes

Games are broken down into a series of scenes. When a new scene is about to begin, Director X will give a brief description of the rules.

Each game mode focuses on its principal scene type, be it Hunt, Revenge or Elimination. In addition, however, there are several Bonus Scenes that can occur.



### Blood Money

A free for all round where the notion of a Quarry goes out the window and every kill is rewarded!



### The Infected

Half of the cast become infected with a Fame sapping disease. Pass it on to others and avoid it at all costs!





### Scene Stealer

Grab the statue and run for your life! The longer you hold it the more Fame you'll earn, so hold on tight!



### Hunt the Leader

It's all against one in this scene, where the player with the most Fame has to survive the wrath of all the others!

### Quarry

Most scenes involve being assigned a Quarry. Your Quarry is the player that you have been assigned to take out, so tracking them down is your number one priority! They are marked on your Mini-Map with a crosshair icon, and once you're nearby, use their name and appearance to pinpoint them before striking the killing blow. Be sure you've got the right target – unscripted kills will not be tolerated!

### Hunters

Many scenes also feature one or more Hunters; the people that are trying to assassinate you. Typically you will not know the identity of your Hunter, so look out for anybody who seems to be following you or paying you special attention. You can strike before they do if you're convinced they're out for your blood, but you'd better be sure, as unscripted kills won't do your career any favours!

## ITEMS AND INVENTORY

### Finding Items

Killing others is central to Bloody Good Time™, but to do so you'll first need a weapon! Look out for Item Containers dotted around the levels.



### Weapons

Can be used to cause damage and kill others. Each weapon has a Star Value, representing the Fame the player will earn by using it to kill their Quarry.



### Murder Aids

These cannot damage enemies, but can be used to enhance your abilities or decrease those of others. Use them to give yourself the advantage in combat!

### Using Items

To use an Item you first have to equip it. Use the middle mouse button (Mouse 3) to equip your currently selected weapon or murder aid. Using Mouse 3 again will holster the item. To use the item once equipped, aim with the mouse and Left-click (Mouse 1). There are many different items you can discover in the game, so experiment to find out what they all do!

### Managing your Inventory

You can hold up to four weapons and four murder aids at a time. Use the E key to view your weapon inventory and the Q key for your murder aid inventory. You can then select an item using the Right-click (Mouse 2). To quickly cycle through your weapons or murder aids, you can use the mouse wheel. If you no longer want an item, equip it and hold G to drop it.

# DEALING WITH NEEDS

During game you'll have to deal with your character's three Needs. Each influences a different aspect of your character, so be sure to keep them all in check! If one begins to run low, use a suitable satisfier to top it up; they're scattered around each level.



## Fatigue

Acting is a tiring business, particularly when it's this violent! When your Fatigue bar is low you can't move as fast, so find a bed or chair to rest in once in a while.



## Relief

Everyone has to heed the call of nature! If you don't take enough toilet trips, that distraction downstairs will make you less resistant to damage!



## Hunger

You can't work on an empty stomach; you'll have no strength! Keep yourself topped up with food or drink to ensure your attack power is at its peak!

# SECURITY

Cameras and Guards are dotted around each level keeping an eye out for any crimes. If you're witnessed committing any of the following crimes they'll give chase, and if they catch you, you'll be fined! Well, it's not like actors ever do prison time now is it?

## Possession of a Weapon

Wield a weapon in front of Security and it won't take them long to realise it's no prop! Keep weapons holstered while passing security to avoid attracting unwanted attention. Get caught with a weapon and you'll have it confiscated.

## Theft

Pickpocketing won't win you any friends, and nor will it win you the favour of the Security Guards! If you can't keep your hands in your own pockets, at least keep them out of others' until you're not being watched, eh? Get caught stealing and you'll lose anything you stole.

## Murder

Director X may be impressed by your murderous antics, but the Guards are another matter! If you're caught for the murder of one of your co-stars you'll lose the weapon you killed them with and all of the Fame you earned from the deed. Do it subtly or don't do it at all!

## Escaping Security

If you do become wanted for committing a crime, all is not lost! Try to outrun Security Guards and avoid any Security Cameras, if you can stay out of their sight for a while they'll give up the search, so have a little faith and run like the wind! If you're near to a Disguise Point you can throw them off the scent immediately by donning a new outfit!

# COMBAT

## Status Effects

Some weapons and items can inflict status effects on players.

Stunned	Movement ability is reduced and the screen becomes disoriented.
Blinded	Vision is temporarily limited.
Fire	Health drains until the flames are extinguished using a water source.
Poison	Health drains until the poisoning is cured using a first aid kit.
Glue	Sticks players to the floor, massively reducing movement speed.
Sleep	Puts players to sleep, rendering them powerless.

## Traps

Want to knock off your target with style AND earn maximum rewards? Try using one of the many traps that Director X has fitted around the set. Look out for trap markers and buttons – who knows what devious contraptions you'll find!



## Insta-Kills

If you're fortunate enough to stumble upon your Quarry in the middle of a Needs interaction then you will be prompted to pull off an Insta-Kill. Insta-Kills will earn you maximum Fame, so be sure to use them whenever you can!



## ADVANCED GAMEPLAY

### Disguises

Disguise points allow you to don a disguise for 30 seconds. When in disguise you appear as one of the other character types, and take on a new name befitting of your appearance. Equipping a disguise will clear your name when wanted by Security and can be very useful for making your Hunter's job more difficult!

### Boasting

Before making your kill you are able to Boast to others about your intentions. This bravado will add two stars to your kill reward, but only if you complete the murder. If you Boast and fail your objective, you'll lose a star instead! Not only that, but Boasting lets your Quarry know your identity and they'll be able to see you coming. Arrogance has its price!

### Humiliating

So you've killed your Quarry, and now they're lying face down on the cold, hard ground. Are you just gonna let them lie there with dignity? Of course not! Approach their corpse and you'll get the opportunity to Humiliate them for extra Fame. Dance on their grave!

### Pickpocketing

Short on items? Feeling a little morally corrupt? Given that you're going around murdering people, surely Pickpocketing isn't beyond you?! Approach somebody from behind and you'll get the chance to relieve them of an item and some Fame!

## HINTS AND TIPS

### Kill with Class!

If you're having trouble matching the performance of your rivals, make sure you're making the most of your kills! Use the FFK table to locate 5 Star weapons, and remember that they update with every scene. Use these and before long you'll be top of the table! Remember that traps and Insta-Kills will also earn you 5 Stars, so take advantage of them whenever you can!

### Supplement your Income

Killing isn't the only path to Fame. If you've dealt with your scene objectives, why not dabble in a little Pickpocketing, or perhaps use the Camcorder to steal some points from your rivals? Also, don't forget to Boast before you kill and Humiliate your victims after you've dispatched them – not only will you feel that much more smug about your skills, but you'll earn from it too!

### Throw off your Hunter

Find yourself a repeat victim? Try incorporating a few hunter avoidance techniques into your game. Use murder aids to defend room entrances while you deal with Needs, and Disguises or Lures to slow down your Hunter's search for you.

### Evading the Law

It is normally best to commit your crimes well out of sight of Security, but that doesn't mean you won't sometimes get onto the wrong side of the law! When you find Security hot on your heels you can improve your odds of escape by taking shortcuts or routes that the Guards cannot follow. Leap over handrails or obstacles to take the most direct paths you can, and if you manage to get some distance between you and them, try hiding somewhere until you're in the clear. If you're well stocked on murder aids you may be able to slow them down, but don't try using weapons as you'll only make them angry!

# TECHNICAL SUPPORT

If you experience difficulties playing your Ubisoft game, please first contact our 24-hour on-line solution centre at [www.ubi.com/uk](http://www.ubi.com/uk).

Our 24-hour automated telephone service is available on **0871 664 1000**.

The Live service option is available from 11am until 8pm, Mon-Fri (excluding bank holidays).

Please make sure you are in front of your pc when calling our support team to enable us to troubleshoot your query for you.

## PC Game:

If you experience difficulties running your pc game please contact our support teams first. When calling us, please ensure you are in front of your pc with the game installed, to enable us to troubleshoot for you.

Alternatively, if contacting us by web-mail, please attach your operating system file (dxdiag) to your incident so that we may have your system specifications.

Finding your dxdiag file

Windows XP: To open your DirectX Diagnostic tool go to: Start Menu – Run. Type dxdiag in the window, select OK and save your information.

Windows Vista: enter the Start Menu, type dxdiag in the search bar to locate the file.

## Faulty Game:

If you believe your game is faulty, please contact our support team before returning your product to the retailer. A discrepancy between your operating system and the required game specifications may result in errors during game-play, such as:

your screen returning to desktop or freezing, jerky graphics or error messages.

## Damaged Game:

If your game is damaged when purchased, please return it to your retailer with a valid receipt.

If your receipt has expired and you are within the 90 day warranty period please contact the Ubisoft support team for verification.

## AUSTRALIAN TECHNICAL SUPPORT

Technical Support Info Hotline

1902 262 102

(calls are charged at \$2.48 per minute including GST. Higher from public and mobile phones).

Please note that we do not offer hints & tips at our technical support centre.

# WARRANTY

Ubisoft guarantees to the original purchaser of this computer software product that the compact disc (CD)/cartridge supplied with this product shall not show any default during a normal use period of ninety (90) days from the invoiced date of purchase. In the first instance please return the faulty product to the point of purchase together with your valid receipt. If for any reason this is not possible, (and it is within 90 days of the purchase date), then the faulty compact discs/cartridges should be returned to Ubisoft at the below address, along with a dated receipt, location of purchase, a statement describing the fault, and all original packaging.

Address for returns:

Ubisoft, Chertsey Gate East, London Street, Chertsey, Surrey, United Kingdom, KT16 8AP

Where a CD key is required to access on-line game play, this cannot be reproduced or replaced. It is the responsibility of the original purchaser to keep this CD key secure. Lost, stolen or damaged CD keys cannot be replaced.