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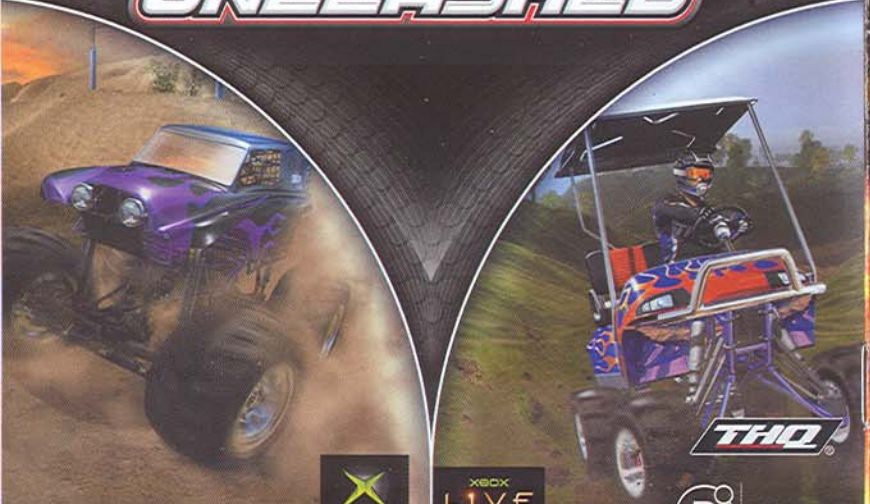

THQ

XBOX

XBOX LIVE

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rainbow STUDIOS

EVERYONE E Mild Lyrics

ESRB

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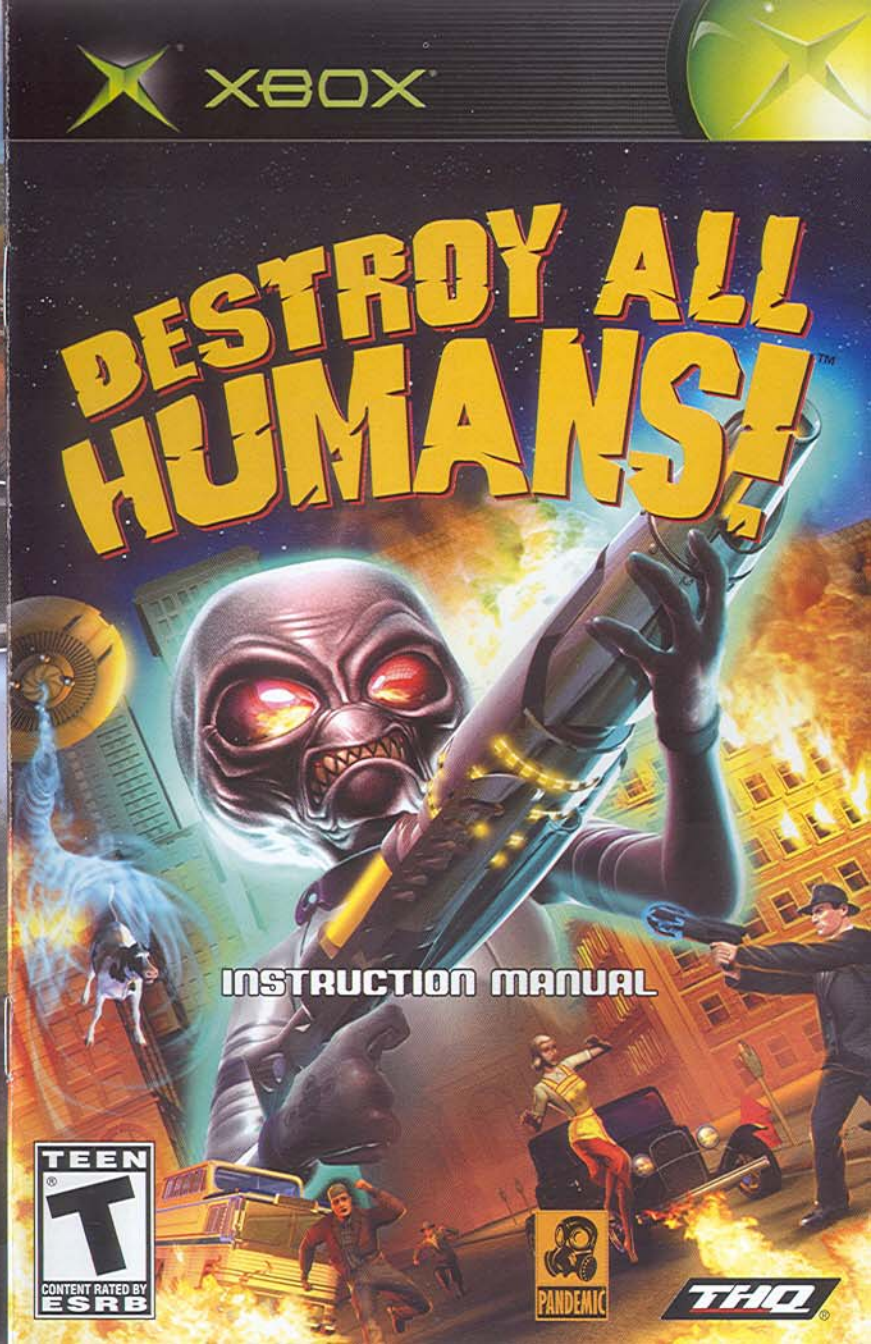
XBOX

DESTROY ALL HUMANS!™



INSTRUCTION MANUAL

TEEN T CONTENT RATED BY ESRB

PANDEMIC

THQ

ABOUT 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 sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing 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.

Other Important Health and Safety Information

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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USING THE XBOX CONTROLLER 2

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Insert the Xbox Controller into the #1 controller port of the Xbox console. Insert any peripherals (for example, Xbox Memory Units) into controller expansion slots as appropriate. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play Destroy All Humans!

STARTING A NEW GAME

Press the ○ button at the Title Screen and then select NEW GAME and press the Ⓐ button. Select a save slot and press the Ⓐ button again. Destroy All Humans! has slots for up to three different save files.

AUTO SAVE

As you progress, your game will automatically be saved. During the auto save process, a special prompt will appear on screen indicating your progress is being saved automatically. While the prompt is on screen, DO NOT turn off your system. Auto saving takes place at the following points: Death, Mission Success, Mission Failure, Return to Mothership, and when you exit the Options Menu.

LOADING A SAVED GAME

Press the ○ button at the Title Screen and then select LOAD GAME by pressing the Ⓐ button. Select a saved game and press the Ⓐ button again to load the game.

Listen up Cryptosporidium 137! The clock is ticking on our invasion window and I don't have time to hand-hold you through this. Since the destruction of Earth and the reign of the Furon Empire depend on you, I will indulge you with a bit of background information... just this once.

Eons of waging war on inferior races with atomic weaponry had mutated our genes. As such, we could not propagate due to our complete and utter lack of genitalia. Fortunately, a Furon ship happened upon Earth on its way back from destroying the Martians. I needn't go into the messy details but, every human being alive today has, buried deep in their genetic code, a strand of Furon DNA. Over the eons, we've learned to clone ourselves, but with each iteration the information has degraded and the results are increasingly unpredictable.

This is where you come in, Crypto. We are sending you to Earth to bring back our fresh DNA found inside the human brain stems. Since your brother, Cryptosporidium 136, disappeared during a similar mission, it is now up to you to get that DNA. I will accompany you in the Mothership and make sure you have the means to fulfill your mission, but our fate now rests squarely on your head.

MENU CONTROLS

⊙ button	Start and Pause Game/ Open Navi-Com Screen
Left Thumbstick / directional pad	Cycle/Highlight Menu Items
Ⓐ button	Select Menu Item
Ⓑ button	Return to Game

CRYPTOSPORIDIUM'S CONTROLS

ALIEN MODE

Left Thumbstick	Walk/Run
Right Thumbstick	Move Enemy/Object Up, Down, Left and Right (While in PK Mode)
Ⓐ button	Jump
Ⓐ button then Ⓐ button (hold)	Activate Jetpack
Ⓑ button	HoloBob
Ⓡ trigger	Fire Weapon
Ⓧ button	Cycle Available Weapons
Ⓛ trigger (hold)	Activate Probe
Ⓛ trigger + Ⓐ button (hold)	Cortex Scan
Ⓛ trigger (hold) + Ⓨ button	Psychokinesis Mode (PK)
Ⓛ trigger + Ⓨ button (Double Tap)	Throw Enemy/Object (While in PK Mode)
Ⓛ trigger + Ⓧ button	Move Enemy/Object Toward Crypto (While in PK Mode)
Ⓛ trigger + Ⓑ button	Move Enemy/Object Away from Crypto (While in PK Mode)
Ⓛ trigger + Ⓑ button (hold)	Extract Brain Stem
Ⓛ trigger + Ⓧ button (hold)	Hypno Blast
⊙ button	Pause Game

SAUCER MODE

Left Thumbstick	Move Forward and Reverse/ Strafe Left and Right
Right Thumbstick	Turn Left and Right
Ⓡ trigger	Fire Weapon
Ⓧ button	Cycle Available Weapons
Ⓐ button	Land Saucer (when over a landing point)
⊙ button	Pause Game

THE NAVI-COM SCREEN

Attention! Pressing the ⊙ button during gameplay will open the Navi-Com Screen. From this screen you can choose from a variety of functions, which include Mission Goals, Invasion Report, Options, and Return to Mothership. Use the left thumbstick or directional pad to cycle through your choices and press the Ⓐ button to confirm your selection. Press the Ⓑ button to exit a screen or return to the game. Please tell me even your lower brain functions can process this information.

GAME CONTROLS

MISSION GOALS

The Mission Goals Screen displays the general objectives for your current Mission in progress.

INVASION REPORT

The Invasion Report Screen displays a wide variety of invasion statistics.

OPTIONS

The Options Screen allows you to access Controller, Audio and Display options.

Controller Options

The Controller Options Screen allows you to change both the Pitch and Turn Camera Control, as well as turn the Vibration Function On and Off. Use the left thumbstick or directional pad to choose an option and press the A button to cycle between Normal and Inverted control for Camera Control, and On and Off for the Vibration Function.

Audio Options

The Audio Options Screen allows you to adjust the sound levels for Music Volume, Sound Effects Volume, and Dialogue Volume.

Display Options

The Display Options Screen allows you to Turn on/off the Subtitles.

Return To Mothership

Returns Crypto to the Mothership.

THE GAME SCREEN

GAME SCREEN INFO

1. Shield Bar
2. Concentration Bar
3. Area Map
4. Ability Menu
5. Virtual Indicator over Targeted Enemy/Object
6. Weapon Indicator
7. Alert Level Indicator

SHIELD BAR

Your Shield Bar is located at the top right of the screen and indicates your current shield energy. Shield energy recharges when you are not in combat. Kill all of your opponents or find a place to hide and your shields will recharge. When the Shield Bar is empty you are vulnerable and can be killed. You can take a couple of hits before you will die when your shields are depleted. Once you die a clone will have to be sent in to resume the mission. Shields can also be replenished by collecting shield pickups located around the environment.

CONCENTRATION METER

The blue blips to the left of your Shield Bar make up your Concentration Meter, but you already knew that, didn't you? Concentration represents your psychic energy, which will drain when using your mental abilities, such as Hypnotizing, Psychokinesis, and HoloBobbing. You can recharge concentration via the Cortex Scan. When your psychic energy has been completely depleted, you will not be able to use your powers until the Meter has refilled. You will automatically regain your Concentration — albeit rather slowly — when not using your mental powers. One thing to note, Crypto: Your Concentration will not recharge when you are disguised as a human.

AREA MAP

In the event your own mental abilities are not as evolved as ours, you'll be receiving psychokinetic telemetry from the Mothership, which will be constantly updated on your Area Map. The Area Map is located in the bottom right of the screen and displays important data, such as your current position, noteworthy objects and creatures in the vicinity and their current awareness status, objective icons, and even the location of Saucer landing zones. Mission Objectives appear as Pink blips on the radar. Do keep an eye on it, will you?

ABILITY MENU

The Ability Menu will appear in the bottom left of the screen every time you exercise your mental abilities by targeting a human being or creature and holding down the L trigger. When you initiate a probe on a human or creature, the on-screen Ability Menu will display your available options. Each option can be executed by pressing the corresponding button while holding down the L trigger.

The Ability Menu will also appear when targeting inanimate objects such as hay bales, trash cans, or cars. Make a mental note Crypto — not all targets have all Ability options available.

VIRTUAL INDICATOR

In addition to the data on your Area Map, we will be constantly feeding you important information, which will appear as virtual indicators over certain objects, creatures and human beings.

WEAPON INDICATOR

It's true — a lesser Furon, such as yourself, will have to rely on advanced weaponry from time to time. Sometimes a well aimed Zap-O-Matic is what is needed to get do the job done correctly. When you have a weapon equipped, the Weapon Indicator will appear in the bottom right of the screen. This indicator displays the current weapon and the amount of ammunition it has left.

ALERT LEVEL INDICATOR

The Alert Level Indicator shows how much you have stirred up the humans and which of their defenses you have alerted. The alert level will go up as you make more humans Aware of your presence. Humans will become Aware when they see you or see the chaos you cause. A "**!**" symbol will appear above their heads as they become Aware. The alert level will go down when you stay out of sight or are in your Holobob disguise. There are four Alert Levels - Warning (blue "**!**"), Police (yellow badge), Military (orange star) and Majestic (red "**M**").

As you know, Furons such as myself rely on our mental abilities for menial tasks. You, however, have yet to develop my higher brain functions. Never fear, there's no need to feel ashamed. You can still use your novice abilities to your advantage.

CORTEX SCAN

As you know, Furons owe our superiority to our fantastic mental powers. For example, we can peer into the minds of lower life forms via the Cortex Scan. Cortex Scanning any unsuspecting living creature with a brain allows us to read its synaptic firings like a pop-up book. Scanning someone will also rob them of some of their concentration, so be sure to keep scanning people if your levels are low. To execute a Cortex Scan, target a creature and hold down the L trigger while pressing and holding the A button until you have ripped their illiterate thoughts from their pathetic little brains!

PSYCHOKINESIS

We Furons can do far more with our massive cerebra than just scanning lesser minds. As I told you, over eons we have evolved the astounding power of Psychokinesis (PK), with which we can elevate and move objects many times our own weight. To use PK on a living creature or inanimate object, target said object or creature and hold the L trigger and press the Y button. Once you have activated your PK, you can then manipulate your target with the right thumbstick and Y, X and B buttons. The right thumbstick will move the targeted object up, down, left or right while the X and B buttons will move it toward and away from you respectively. Finally, pressing the Y button a second time will hurl the object with satisfying force.

HYPNO BLAST

Pay Attention! Sometimes you will need to use your menial mental abilities to control the minds of these pathetic human beings through what we Furons call the Hypno Blast. Once the Hypno Blast has successfully been executed, you will then be able to implant limited commands inside their puny brains and force them to do your bidding. These basic commands include "Sleep!", "Follow Me!" and "Distraction!".

In addition, there may be times when you will be able to issue context-specific commands tied to a certain scenario or mission objective. To execute the Hypno Blast, hold down the L trigger and hold the X button. Once you have a human under your control, use the left thumbstick to cycle through your choices and then press the A button to carry it out.

BRAIN EXTRACTION

So, how can you help the Furon Cause, you ask? This is what your mission is all about — extracting Furon DNA from the humans' Brain Stems. When you kill a human, target its corpse and hold down the L trigger while pressing and holding the B button. Hold down these buttons long enough, and the Brain Stem will pop from the human's head like the pulp from a soft melon. You can use the Furon DNA you collect back at the Mothership. Visit Pox's Lab and in exchange for Furon DNA he will give you powerful new weapon and ability upgrades.

HOLOBOB

But wait, there's one more ability you will be able to pull off— HoloBobbing. Yes, it's possible, even probable that you will need to disguise yourself as one of those ugly, disgusting human beings to get around virtually undetected while in their midst. To do so, target a human and press the B button to assume their identity. While you are disguised the humans will not become Aware of you. This will stop them from raising the Alert Level further. It's an important tool for the Furon who wants to travel in secret. However, maintaining the illusion of humanity is a strain on Crypto. You must use this ability wisely!

It's true – you don't have my superior mental capabilities, and as such, you are going to need some extra help while you are out amongst the earthlings. Over the eons, we Furons have used our technological brainpower to come up with high-tech weaponry and gadgets that even the most advanced extra-terrestrials could never dream of. I suggest you get acquainted with them quickly or else suffer a humiliating fate.

WEAPONRY

Apparently you're new to this whole "first encounter" thing, so let me enlighten you. You do have weapons which you can use on the primitive humans. Firing them is child's play. Just target an enemy and hold down the R trigger. Be warned: Some weapons will run out of ammo or need to be recharged during use. Keep an eye on Weapon Indicator in the bottom right of your screen.

ZAP-O-MATIC

I do love the sound of crackling energy mixed with the shock and, dare I say, abject horror of a primitive human on the receiving end of the Zap-O-Matic! While it may not be the mightiest weapon in your arsenal, a few prolonged blasts of the Zap-O-Matic will fry any human being into a quivering mass of skin and bones. The Zap-O-Matic runs on renewable energy and will have to recharge with repeated use.

DISINTEGRATOR RAY

Ah yes, the Disintegrator Ray. This precious piece of Furon weaponry has the capability of engulfing its target in bursts of molten hot energy. All it takes is a few direct hits to completely vaporize them into neat little piles of ash.

ION DETONATOR

How I do love the Ion Detonator. This ingenious weapon launches a plasmatic Ion Bomb, which will either explode within approximately ten seconds, catching and instantly killing any human beings foolish enough to be caught in its wide blast radius, or can be detonated remotely at will. Holding down the R trigger will increase the distance of the shot. To detonate an Ion Bomb once it's been launched, just press the R trigger a second time.

ANAL PROBE

Even though these humans are our inferiors in every way, that doesn't mean they shouldn't be examined. The Anal Probe serves a two-pronged purpose. One, it allows us to study them... intimately. Two, it pleases me to no end to see them running around grabbing their behinds. A quick shot with the Anal Probe will send the average person running away. A full charge will extract their brain so you can obtain their DNA.

Well Crypto, as much as I hate to hand over the keys to someone fresh out of the maturation vats, you're going to need to get down to the planet somehow. Since this mission is critical to the continuance of the Furon race, you will be able to use the Saucer... but only as I see fit! You can control her using the left thumbstick to move forward and reverse, as well as to strafe. The right thumbstick will allow you to rotate, while pressing the R trigger will fire the currently equipped weapon. Finally, the X button will cycle through the available weapons. Whatever you do, be careful with her! I still have three payments left - you break you pay.

DEATH RAY

The Death Ray comes standard equipped with all Furon saucers and its devastating effects on the landscape and surrounding structures is quite gratifying. Holding down the R trigger will shoot a continuous beam of energy at the ground, cutting a swath through anything it touches. While the Death Ray has unlimited energy, you will need to allow it to charge between shots.

ABDUCTO BEAM

Objects, such as automobiles, and yes, even human beings, can be sucked up with the Abducto Beam and then transported high above the landscape. To target an object with the Abducto Beam, position the Saucer over it and then press and hold the R trigger. Keeping the R trigger held down will keep the object caught within the beam, allowing you to move and drop it elsewhere. Want to get rid of a pesky tank? Why not toss it in the lake?

SONIC BOOM

The Sonic Boom shoots powerful anti-matter globules at its target, creating a large and devastating shockwave that will cause serious damage to anything nearby when it makes contact. You'll find the Saucer's Sonic Boom cannon can hold plenty of projectiles. Use them wisely.

QUANTUM DECONSTRUCTOR

You want power? I'll give you power! The Quantum Deconstructor is the ultimate in Furon technology. This serious weapon fires radioactive bombs, which explode in huge clouds of nuclear energy laying waste to anything inside its blast radius. These bombs are extremely rare and hard to come by and the Saucer can only carry a limited amount.

Crypto. Accomplishing missions and tasks is the key to your survival, and, ultimately, DESTROYING ALL HUMANS! Carry out my instructions faithfully and the Emperor will salute you. Fail, and the Furon race faces sure extinction.

MISSION STRUCTURE

As you progress through your missions, new markers and information will appear on the Area Map indicating important destinations. Each destination will lead you to a new mission. It's possible to have multiple mission icons on the Area Map at one time, allowing you to choose which mission to undertake. You can view the basic goals of a currently active mission by accessing the Mission Goals Screen from the Navi-Com menu. You can unlock a new mission as long as you have met Pox's DNA requirements.

THE MOTHERSHIP

The Mothership is where you can return to plan your next move, automatically save your progress, choose a mission, as well as purchase Upgrades. Make sure you become very familiar with its layout Crypto, as I haven't got all day to give you a personal tour. I have to plan the destruction of all humanity, or have you already forgotten? To get around the Mothership, use the left thumbstick or directional pad. To choose a selection, press the Ⓐ button.

MIDDLE LEVEL: HANGAR

From the Middle Level of the Mothership, you will be able to cycle through your available missions and prepare to return back down to Earth.

UPPER LEVEL: ARCHIVES

The Upper Level is where you will be able to view all of the Archives unlocked during your not-so-friendly visit to Earth. In addition to movies, conceptual artwork and game statistics, other secret files can be viewed here once unlocked.

LOWER LEVEL: POX'S LAB

Come visit my laboratory if you want to exchange some of that precious DNA for a variety of upgrades for yourself, your Saucer and your weapon.

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Rural Crazy
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Douglas Carrigan

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Suburban Male 2
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Suburban Crazy
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Brad Abrell

Worker 2
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Grant Albrecht

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Special Thanks
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Colin Coughenour
Adam Skibbe

Scientist
Nick Atchison
Areku Korushi
Matt Gander

Mayor
Chris Reed
Will Roland
Robin Stone

Farmer's Wife
Sean Kearney
Robert M. Laine
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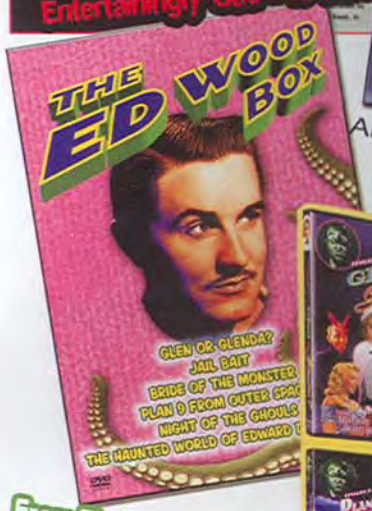

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Language
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