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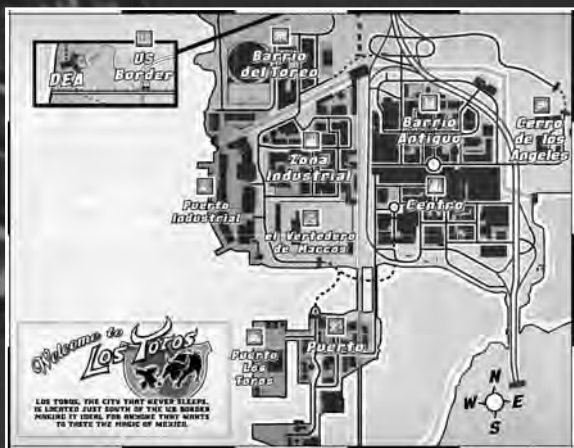


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Thank you for purchasing *TOTAL OVERDOSE™* for the Xbox® video game system. Be sure to read this manual thoroughly for gameplay and hints before playing the game.

NOTE: TOTAL OVERDOSE supports 720p mode, which allows the game to run in high resolution on high-definition TVs.

D-E-A ... OR D-E-A-D?

“Hey Ramolito! You’ve always been the black sheep of our family, but now you’re in it up to your neck, looking at a life stretch in the state pen! They’re gonna throw away the keys, *hombre!* I don’t want to hear your excuses, save that for the judge — but as your twin brother I’m gonna throw you a line!



“You know as well as I do that the drug cartels are taking over Southern LA and most of Mexico, poisoning both nations and dragging more and more people into a life of crime. Hard drugs, guns and gang violence are the day-to-day currency and only the drug lords ever seem to win. I know it might seem crazy, but with me out of action, my buddies in the DEA need someone to play my part in the big picture.... Before you flip me off, hear me out. If you won’t do this for yourself, maybe do it for papa’s memory....

“The story goes that he died of an overdose on the backstreets of Los Toros, Mexico. But something doesn’t add up. If he OD’d, it was a damn long fall from a curb that caused his injuries. But yet the flatheads at the DEA seemed to write him off all too quickly as an overworked and strung-out cop who couldn’t handle the pressure.

“He was a damn good agent. He gave his life to the forces of law and order and I have one helluva hunch that he’d penetrated deep into the cartel’s organization before his cover was compromised — by a traitor, someone on the inside at the DEA. If you get involved maybe we can clear papa’s name and blow the whole cartel wide open, taking out the drug lords in the process.

“Since you’re not officially playing for our side, you don’t need to follow the rules! Just make sure you’re good enough to go up against these bad asses before you run in all guns blazing. These *banditos* aren’t playing to lose and they will bury anyone who crosses them.

“Did I mention that you can get all the training you need at the Pistoleros Asociados in downtown Los Toros, just south of the border? I’d started infiltrating the cartel when I got taken out by that grenade, so just carry on from where I left off and use any means necessary to take these scumbag *pendejos* out of the equation.

“So, are you with us? I hope so, *hombre*, I hope so.”

GAME CONTROLS

Menu Controls

Start/Pause/Skip scenes	(Start)
Highlight menu options	(D-pad) /
Adjust option setting	/
In-game menu/Objectives	(Back)
Confirm/Next screen	
Cancel/Previous screen	

Character Controls

Controlling Ram effectively could mean the difference between death and glory.

Move forward/backward	(left thumbstick) /
Sidestep left/right	/
Sprint	Double-tap
Turn/look up/down	(right thumbstick)
Jump	
Climb	(face the object you want to climb onto)
Shootdodge	Pull (left trigger) while moving in any direction; use to pivot in the air
Reverse shootdodge	Double tap while moving in any direction; use to pivot in the air
Action	(when prompt appears)
Rewind time	(after picking up <i>REWIND</i> icon)

WEAPON CONTROLS

You may have been told that violence never solved anything. You clearly never worked on the front line of the War on Drugs before.



Learn how to use most firearms at the Pistoleros Asociados (that's the Shooter's Association to you, *gringo!*).

Fire selected weapon	R (right trigger); hold for automatic fire with certain weapons
Cycle available weapons	○ / ● (black/white)
Reload selected weapon	Y
Target enemy head	Press and hold X ; when target turns YELLOW , pull R <i>NOTE:</i> Not all firearms are accurate enough for headshot targeting. (See <i>pages 20-21</i> for details of the most accurate weapons.)
Target object	Press and hold B (if target object is destroyable)
Throw grenade	Select grenade, pull and hold R , then release to throw
Aim weapon	R (right thumbstick) <i>NOTE:</i> If there's a RED target onscreen, this is where your shots go. If there isn't a RED target, use the white dot or crosshair cursor to aim.

QUICK WEAPON-SELECT SHORTCUTS

Get the right weapon in your hands, quick!

B → Y	Best automatic weapon
B → X	Best explosive weapon
B → A	Best shotgun
B → B	Best single-shot weapon
X → Y	Molotov cocktail
X → B	Grenade
X → A	Dynamite

VEHICLE CONTROLS

You can drive most vehicles you see, as long as they're not totaled.

Enter stationary vehicle	Y (approach vehicle door until button prompt appears)
Exit stationary vehicle	Y
Steer	L (left thumbstick)
Accelerate	A
Brake/Reverse	X
Handbrake	B
Lean out of vehicle	Hold L (left trigger)
Leap from vehicle	R (right trigger) when leaning out of vehicle
Shoot	R in open-topped vehicles only
Horn	Click R (right thumbstick)

LOCO MOVES CONTROLS

LOCO MOVES are outlandish one-off moves you can win in various ways. Building a string of kills before the combo timer (*page 16*) runs out or completing big scoring missions are good ways to secure loco moves.

Cycle through loco moves	+ (D-pad) ←/→
Use selected loco move	+ ↑

TIP: There are many other acrobatic skills to be learned. Get on over to Los Toros and find them out yourself at the Pistoleros Asociados.

SETTING UP THE GAME

1. Press **○** to open the Main Menu.
2. Use **+** to highlight **NEW GAME**, then press **A** twice to advance. The game begins with you controlling the DEA agent (and father to Cruz and Ram) deep in the Central American jungles in the mid-80s.

NOTE: Next time you play, if you have a saved game, select **LOAD GAME** to load it (*page 19*).

Main Menu

You access all game modes from the Main Menu and return here when you quit your game. Main Menu options include:

NEW GAME — Start a new game.

LOAD GAME — Continue a previously saved game (page 19).

OPTIONS — Adjust settings.

CREDITS — Run the game credits.

Options

Select **OPTIONS** from the Main Menu to access the Options menu where you can adjust game settings. In-game, press **ESC** then **A** to open the in-game menu. Use the menu controls (page 3) to select options and change settings.

Options are grouped into two submenus:

SETTINGS — Adjust your game settings, including **GORE**, **DIFFICULTY**, **SUBTITLES**, **VIBRATION**, **AUTOSAVE** and **INVERTING** the X and Y axes.

SOUND — Adjust **MUSIC**, **SPEECH**, **EFFECTS** and **AMBIENCE** volumes and restore default settings.

NOTE: **NORMAL** is the default difficulty setting. If you're a novice game player, choose **EASY** and *banditos* will inflict less damage.

GAME SCREEN



MISSION SCORE — Displays the total score for the current mission. High scores mean more rewards, including extra missions, pick-ups and points. Every point scored during a story mission or a point challenge is automatically added to your global score.



STYLE POINTS — These measure your success in completing a mission in style! Link acrobatic skills and special moves in quick succession to earn big scores. Gain style points for the seamless way you deliver righteous fury and vengeance upon the scum of the Earth.



AIMING/DIRECTION CURSOR — An aiming and direction cursor — the white dot in the center of the screen — is always present. It indicates the direction Ram moves in and also the direction he'll shoot in when auto-targeting is disabled.

- Use **R** to move the cursor over an enemy. If you're within range, the auto-targeting icon appears.



KILL MULTIPLIER — Indicates how many enemies have been killed in the current string (page 16).



RADAR — Use the radar to spot objectives, enemies and other mission-related objects, shown as specific icons (page 8).



COMBO TIMER — Each time you waste a *bandito*, the combo timer starts a countdown. When the countdown reaches zero, the current combo is calculated (kills multiplied by style points) and added to your mission score.

- Dawdling and sneaking around won't win any prizes. Who wants to watch someone act like a *ninja* in Mexico, *pendejo*!



WEAPON/AMMO — Shows the weapon you've selected and rounds of ammo in its clip. (See page 4 for weapons controls and shortcuts; see pages 20-21 for weapons specs.)



LOCO MOVES — The selected loco move is highlighted with a black border. (See page 18 for details on loco moves.)



REWIND — Rewind pick-ups can be found and earned in the course of your missions. Use a rewind (**←** **↓**) to turn back time when things don't go your way. (You must first pick up a **REWIND** icon.)



ADRENALINE — Adrenaline lets you pull off incredible feats of acrobatic carnage against multiple opponents — if you've got the moves, that is.

- Make sure some bad guys are nearby, then pull **L** to perform a *SHOOTDODGE* move. The adrenaline bar activates and time slows down while Ram is airborne.



HEALTH — As Ram suffers injuries, the *RED* section of the bar shrinks. When the bar is empty, Ram dies.

- Health boosts (page 18) heal Ram. Body armor (page 18) temporarily shields him from losing health.

Reading the Radar



Use the radar to find your way around the game world. Ram is at the center of the radar. The shaded segment of the radar shows Ram's field of vision. Icons show the location or direction of objects or information valuable to Ram.



STORY MISSION — You must complete story missions (page 9) to advance your adventure.



POINT CHALLENGE — Complete point challenges (page 9) to gain experience and improve your gun-handling and acrobatic skills. If you score high, you can earn extra goodies and even get extra bonus points.



TUTORIAL MISSION — *Yo pistolero!* If you need some training, Tommy's membership in the Pistoleros Asociados will help. Trainers are on hand to guide you through various skills essential for success in the game's many missions.



ENEMY — A scumbag needs wasting, dude.



BOSS ENEMY — You must defeat a boss enemy to complete many missions. These *madres*, denoted on the radar as big *RED* dots, don't go down in a hail of bullets. Something more like a lead storm is required.



FRIEND — The *GREEN* dots are your friends! Make contact with friendly associates — they might be able to help you out, give you advice or advance your mission.



FRIENDLY OBJECT (vehicle or character) — Approach these *GREEN* squares for helpful pick-ups, crucial intel, useful gossip and vehicles you need to use.



COKE AND CHECKPOINTS — This *BLUE* square represents a package of cocaine or a checkpoint. Either way, get to it!

AREA ICONS



Barrio Antiguo



Junkyard



Central Business District
(*centro*)



Harbor Area
(*puerto los toros*)



Angel's Apartment
(*cerro de los angeles*)



Meat Factory



Industrial Park
(*zona industrial*)



Pyramids



Los Toros Bullring



Rancho Virgillo



Meatpacking District



U.S. Border Area

Objectives Menu

Press **○** to open the Objectives menu. Use the menu to help advance your adventure through a story mission, or to choose additional side missions, known as *POINT CHALLENGES* (see below, this page).

From the Objectives menu you can also access the in-game menu to adjust game options and load saved games.

MISSIONS

TOTAL OVERDOSE involves doing more than just sight-seeing. If your radar's edge is covered in icons and yellow stars, this means you have plenty to keep you busy. So focus on the job at hand, *hombre!*

Press **○** to open the Objectives menu; press **Y** to review the missions; select one and press **A** to begin.



STORY MISSIONS — Completing story missions is crucial to advancing the story and overall game. Use the radar screen to find your way to these missions, or select them quickly from the *CHOOSE MISSION* section of the Objectives menu.



POINT CHALLENGES — Point challenges are side missions that help you build skills and gain points, additional experience and street cred. You should complete at least one point challenge after each story mission. Excelling at them could unlock further bonus point challenges.

EXPLORING THE GAME WORLD

Just south of the U.S.-Mexico border lies the sprawling, chaotic, dusty city of Los Toros. It's home to murderers, bandits, prostitutes and drug traffickers — and one or two innocent civilians.

Getting around in the city

You can explore Los Toros and its surroundings in various ways:



ON FOOT — The obvious way to get around.



HITCHING A RIDE — Why not stop a car and hitch a free ride? You'll need to know how to drive, and watch out for those civilians!



BY TAXI — Try hailing a taxi to take you around. Get in the taxi, select a destination and press **A**.

Traveling Between Areas

As you progress through the game, you'll notice larger **GREEN** area icons at the edge of the radar. These indicate that missions are available in other areas of the game world.



To move to another area, head for the edge of your area. You'll know you've reached the edge when icons appear suspended above the road, pathway or drain in a **BLUE** transparent fog. Move under the icons to enter the next area. If more than one icon appear, a City Map Select screen is displayed.

- **CITY MAP SELECT** — Use **△** to choose a destination, then press **A** to take that exit off the freeway.

The Pistoleros Asociados

This is the place to go to get a handle on the control method, scoring system, special moves and weaponry of *TOTAL OVERDOSE*.



We highly recommend that you complete all five tutorial areas at the Pistoleros Asociados before venturing further into the game. These tutorials provide in-game instruction to help you get into the nuts and bolts of *TOTAL OVERDOSE*'s unique, exciting, stunt-based acrobatic control and combat system.

ADRENALINE!

Adrenaline lets Ram defy the laws of time and motion — for a few moments at least. Enemies, cars and other objects move more slowly but Ram still rotates and shoots at his normal speed. This means he can perform more moves before hitting the ground again. The aim is clear: use adrenaline energy to waste as many dirty pendejos as possible for big stylin' scores!



USING ADRENALINE

1. Make sure some bad guys are close by. If auto-targeting is working, you're close enough!
2. Now, perform any kill move, such as a shootdodge (**L**) or wall walk (**L** + **L** at a wall) in sight of the enemy. Time slows to a crawl, but Ram can still shoot and aim at will.
3. Use **R** to aim at the bad guys and pull **R** to fire your selected weapon. Time slows down only if enemies can be auto-targeted.



ADRENALINE ENERGY — You can't spend your whole life in freeze frame, so the adrenaline bar shows how much energy is left for your gravity- and time-defying stunts. Time spent in slow motion drains adrenaline energy; the longer your slo-mo move is, the more energy you use.

- If the adrenaline bar is empty, an adrenaline move isn't possible. Wait a while to let the bar replenish.
- If no adrenaline bar appears, adrenaline energy is at full charge.

KILL MOVES

The kill move is central to your mission to rid Mexico of the drug cartels and clear your father's name. The following moves can be practiced in safety at the Pistoleros Asociados.

SHOOTDODGE

This move is the cornerstone of delivering death in *TOTAL OVERDOSE*. Ram's time on a surfboard has given him the balance and agility of an acrobatic demon on the streets. In a diving shootdodge position, Ram presents a much smaller target to his would-be killers. Shootdodging near enemies activates Ram's adrenaline, giving him plenty of opportunity to send *banditos* to their maker!



- To shootdodge, move **Left** in the selected direction, then pull **Left**.
- You can perform a shootdodge in any direction.
- Use **Right** to rotate mid-shootdodge. This will help you target multiple enemies in one shootdodge move.
- To perform a reverse shootdodge, tap **Left** twice in quick succession while moving in any direction.

HEADSHOT

The headshot will snuff out most assailants (though not boss villains) with one bullet. Since it's a precision move, timing is crucial.

NOTE: Not all weapons are precise enough to perform headshots.

(See pages 20-21 for specs.)



1. Press and hold **X** to target the head of the enemy directly in front of Ram.
2. Pull **R** only when the four targeting brackets meet at the enemy's head and turn **YELLOW**.

TIP: Listen for the audio effect. This helps you time the move correctly at longer range. Only split-second timing makes a perfect headshot. If you pull the trigger too early or too late you'll need to try again.

HAVOC KILL

The havoc kill is a stylin' way to use unstable, explosive items to wipe out your adversaries. Use **B** to target an explosive item, then pull **R** to shoot it.



WALL WALK

The wall walk is an acrobatic move in which Ram runs a few steps up a wall then leaps off, performing a cartwheel in the air before landing on his feet.

1. Press **Left** **Left/Right** to walk toward a wall, then pull **Left**. Make sure you don't pull the trigger too early or you'll perform a shootdodge.
2. As soon as auto-targeting locks on, pull **R** to start shooting.

TIP: If you're quick on aiming with **R**, you may be able to hit multiple targets for extra style points.



WALL Bounce

This move involves running almost directly at a wall, then bouncing off the wall facing away from it to set up for a forward shootdodge.

1. Run at a wall and pull **L** to execute the wall bounce.
2. Once in the air, move **R** to adjust Ram's view and fire **R** as the RED target appears on each enemy. Deft use of **L** and **R** and plenty of adrenaline energy should help you pull off multiple wall-bounce kills.



Twister Kills

While in a shootdodge, move **R** ←/→ to turn Ram 120, 180, 270 or 360 degrees. When the target appears, pull **R** to make a kill for extra style points. Twister kills involve turning both ways before shooting, a show-boating move that's tough to execute!



Kill Multipliers

If you make multiple kills within a kill move, the kill multiplier (*DOUBLE*, *TRIPLE*, *QUAD*, etc.) is displayed onscreen and means extra points!

More Kill Moves

GRINGO FRENZY

Waste multiple enemies within a very short timeframe for a gringo-frenzy alert and bonus.

POINT BLANK

Shoot an enemy at very close (point-blank) range.

DIRTY

Ending a hood's life while he is lying on the ground counts as a dirty move.

BRAWL MOVES

When you kill an enemy using your bare hands, you get a name for the move matching the mode of attack. For example, hitting an enemy in front of you results in an elbow smash.

DODGE THIS

Wasting an enemy who's in mid-shootdodge gets you a dodge-this bonus.

BUTCHER KILL

Killing an enemy with any of the *melée* weapons gains a butcher-kill bonus.

EXIT VEHICLE KILL

Perform an exit vehicle kill while driving in a vehicle. Pull **L** to lean out, then pull **R** to leap out of the car. Just make sure you have some enemies in your sights first!

VEHICLE KILL/DOOR SWEEP

If you're running low on ammo or simply want to vary the way you bring righteous justice to the cartels, why not use a vehicle or an open vehicle door as a weapon?

COMBO SYSTEM

TOTAL OVERDOSE is all about taking out the bad guys in *pistolero* style and not taking your time about it. Each time you waste an enemy you score style points and start the combo timer.

COMBO TIMER



Once you've killed an enemy, the combo timer starts counting down and you have a short amount of time to perform another kill to create a *STRING*.

- Listen for a change in the pace of the music; this means the combo timer has started its countdown.
- Get busy and waste another opponent to continue the string. This increases the points you score per kill, and this number appears above the combo timer.



Once the combo timer runs out, the killing spree ends. The points per kill are multiplied by total number of kills and added to your total mission score. Higher scores in missions mean better rewards for you, *amigo*.

COMBO SYSTEM TIPS

The bigger the combination of moves and their relative difficulty, the more style points you'll score — simple and effective!

- Hang about and you'll lose important points you could be gaining with massive combo kill strings.
- Be creative! Use a variety of Ram's moves to perform your kills and you'll score more points.

RULE OF THREE



For every three scumbags you kill in a string, you get a reward.

- The first set of three enemies offed means an important health power-up for you.

TIP: Get even higher kill combos to win more cool rewards. Additional rewards come at 6, 9, 12, 18, 24 and 30 kills, then at every 10 kills after that.

Unique Combo Moves

Unique combo moves allow you to gain extra style points on top of those gained through kill strings. If you perform a predefined sequence of moves, you get the props and the points! Following are a few examples — and there are many more to be discovered, *hombre!*

NOTE: Unique combo move scores are indicated by the numbers that rise from the corpses of your victims!

BULL'S-EYE KILL — Make a shootdodge headshot kill and maybe you can perform a bull's-eye kill worth 50 points.

1. Run close to an enemy, then pull **L** to shootdodge.
2. Move **FB** to make Ram look at the enemy, then press **X** to target the enemy's head.
3. As the four targeting brackets meet and turn **YELLOW**, pull **R** to fire your weapon! Time it right and gain the bull's-eye alert and 50 points!



TEQUILA TAKEDOWN — Move in close and perform a headshot (**X**) on an enemy without shootdodging for a takedown worth 100 points.

FLY-ON-THE-WALL — The fly-on-the-wall is a stunning combination of a wall walk cartwheel and a headshot. Easy to say, trickier to pull off.

1. Use **L** and **L** to begin the wall walk.
2. When you're into the move, press **X** to target the head. When the target turns **YELLOW**, press **R** and let the bullets fly!



PICK-UPS

Pick-ups are scattered throughout the game world. Keep an eye out for them and walk over them to bag 'em.



WHITE BLOOD DROPS — Collect 10 of these to permanently increase Ram's adrenaline bar.



RED BLOOD DROPS — Collect 10 of these to permanently increase Ram's health bar.



WEAPON SKILL GOODIES — Collect 10 of these puppies to enable Ram to shoot a pair of certain weapons at the same time. Double targeting and double firepower! Collect loads of these goodies to win unlimited ammo for different weapons.

NOTE: See pages 20-21 for a full list of weapons that can be used with the dual weapon skill.



COMBO TIMER GOODIES — These little beauties give you double combo time to find and waste the next bad guy.

3000

POINTS GOODIE — Points goodies are scattered everywhere. A bit of sight-seeing and exploration could reap extra points. Big scores mean bonus missions and extra pick-ups.



BODY ARMOR — Collect a body armor goodie to temporarily increase Ram's resistance to gunfire. When the *BLUE* overlay shrinks to nothing, the protection ends.



HEALTH BOOST — Find these helpful health boosts — in small and large sizes — to cure wounds.

LOCO MOVES

Loco moves are outrageous one-off special moves activated with **+**, once you've earned or found 'em. They give short-lived special powers, so don't dawdle after you activate one!

- Move **+** **←/→** to highlight a loco move, and **↑** to use it. (Learn how to use loco moves in the loco moves pit at the Pistoleros Asociados.)



GOLDEN GUN — Take enemies out with a single headshot. You've only got four shots and this weapon won't kill boss enemies with a single shot, though it inflicts serious damage.



TORNADO — Unleash twin-gun fury in a whirlwind spinning assassination move.



EL TORO — Ram is blessed with the strength and speed of a raging bull and rendered temporarily invulnerable by the *RED* mist before his eyes. Use **R** to run into enemies. Make contact to destroy them instantly.



EL MARIACHI — Mariachis ply their trade across Mexico bringing sweet music to the masses. El Mariachi promises music but delivers only the final overture in a gangster's life.



MAD WRESTLER — Ram is temporarily joined by a fat and very angry bat-wielding Mexican wrestler, who isn't taking prisoners.



PIÑATA — Throw this traditional papier mâché effigy to a gang of hoodlums and watch (from a safe distance) as they relive their youth and delight at the surprises within!



SOMBRERO OF DEATH — Ram is temporarily joined by the Sombrero of Death, who unleashes death and destruction all 'round with his boomstick!

SAVING & LOADING

TOTAL OVERDOSE autosaves at key points in the game. If Ram dies, you can use a rewind or access the Load Game menu where your most recent save game (or autosave) is highlighted automatically.

Save a Game

Save points are located throughout the game world. If you spot one of these shining *BLUE* pillars of light, save your game this way:

1. Walk into a save point and press **A**.
The save game menu opens.
2. Highlight an empty game slot and press **A** to save the game.



You can overwrite a previously saved game, though the data will be lost. When overwriting, select *YES* and press **A** to confirm.

Loading a Game

You can load a saved game from the Main Menu or in-game menu (**←** then **A** during a game).



1. Highlight *LOAD GAME* on the menu and press **A**.
2. Highlight a saved game, press **A** to confirm, highlight *YES* and press **A** again to load the game.

TOTAL OVERDOSE ARMORY

FIREARMS




	HANDGUN Standard issue automatic pistol.	Damage: LOW Range: MEDIUM Accuracy: MEDIUM Fire Rate: MEDIUM	Clip Size: 10 Dual-wielding: YES Headshot: YES
	HEAVY HANDGUN A more powerful revolver type weapon with a six-round capacity.	Damage: HIGH Range: MEDIUM Accuracy: HIGH Fire Rate: LOW	Clip Size: 6 Dual-wielding: YES Headshot: YES
	RIFLE Basic rifle commonly used at gun clubs and as home protection.	Damage: MEDIUM Range: MEDIUM Accuracy: MEDIUM Fire Rate: MEDIUM	Clip Size: 10 Dual-wielding: YES Headshot: YES
	HUNTING RIFLE Widely used to eradicate pests — foxes, wolves, snitches, gringo agents ...	Damage: MEDIUM Range: LONG Accuracy: HIGH Fire Rate: MEDIUM	Clip Size: 5 Dual-wielding: NO Headshot: YES
	SAWED-OFF SHOTGUN Popular close quarters weapon that leaves little behind for a body bag.	Damage: HIGH Range: LOW Accuracy: LOW Fire Rate: LOW	Clip Size: 2 Dual-wielding: YES Headshot: NO
	COMBAT SHOTGUN Higher accuracy than the sawed-off and greater ammo capacity.	Damage: HIGH Range: MEDIUM Accuracy: MEDIUM Fire Rate: MEDIUM	Clip Size: 6 Dual-wielding: NO Headshot: NO
	SUBMACHINE GUN Ideal for single-handed use. Awesome firepower in a pistol-sized weapon.	Damage: LOW Range: MEDIUM Accuracy: LOW Fire Rate: HIGH	Clip Size: 30 Dual-wielding: YES Headshot: NO
	MILITARY SMG More accurate and powerful submachine gun, popular with law and order.	Damage: MEDIUM Range: MEDIUM Accuracy: HIGH Fire Rate: HIGH	Clip Size: 20 Dual-wielding: NO Headshot: YES
	ASSAULT RIFLE Chinese made standard issue 7.62mm assault rifle.	Damage: MEDIUM Range: LONG Accuracy: MEDIUM Fire Rate: HIGH	Clip Size: 30 Dual-wielding: NO Headshot: YES
	MODERN ASSAULT RIFLE U.S. made special issue 5.56mm assault rifle.	Damage: HIGH Range: LONG Accuracy: MEDIUM Fire Rate: HIGH	Clip Size: 20 Dual-wielding: NO Headshot: YES




Heavy Weapons

	GRENADE LAUNCHER Break-barrel loaded, shoulder fired antipersonnel grenade launcher.	Damage: VERY HIGH Range: MEDIUM Accuracy: MEDIUM	Fire Rate: MEDIUM Clip Size: NONE
	ROCKET LAUNCHER Two shot rocket launcher. Ideal for eliminating large vehicles or major hoods.	Damage: EXTREME Range: HIGH Accuracy: HIGH	Fire Rate: LOW Clip Size: NONE

THROWN EXPLOSIVES

Thrown explosives can cause widespread carnage in a big group of *banditos*. Be careful they don't blow up in your face!

1. Use   to select a hand grenade, molotov cocktail or dynamite stick.
2. Pull and hold **R** while the throw power meter fills. As the meter fills, use  to aim your throw.
3. Release **R** to throw the selected object, and keep clear!

	MOLOTOV COCKTAIL This gasoline-filled bottle causes vicious burns.	Damage: LOW Range: MEDIUM	Accuracy: LOW Fire Rate: HIGH
	DYNAMITE Packs a power punch. Don't hold on too long....	Damage: HIGH Range: MEDIUM	Accuracy: MEDIUM Fire Rate: MEDIUM
	GRENADE Don't eat this pineapple. Thrown well, it'll leave hoods with a nasty taste.	Damage: VERY HIGH Range: MEDIUM	Accuracy: LOW Fire Rate: LOW

THROW POWER METER — Lets you visually judge how much power to put into the throw. Practice at the *Pistoleros Asociados* with unlimited ordnance.



Melée weapons

A variety of implements are available if you run out of ammo or want to get up close and personal. You can only carry one, so the last one you picked up is the one you'll use. All melée weapons inflict very high damage but can only be used at very close range.



Unarmed combat

Sometimes, when weapons are thin on the ground or you're in very close quarters, close combat techniques are required. The close combat move that Ram uses depends on the angle Ram is at in relation to an enemy. He can execute different punches, jabs, elbow smashes, head butts and kicks, so practice from all angles.



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