WATCHMEN

THE END IS NIGH

Part 2



MATURE 17+

M

CONTENT RATED BY ESRB

WB GAMES™

⚠ Important Health Warning About Playing Video Games

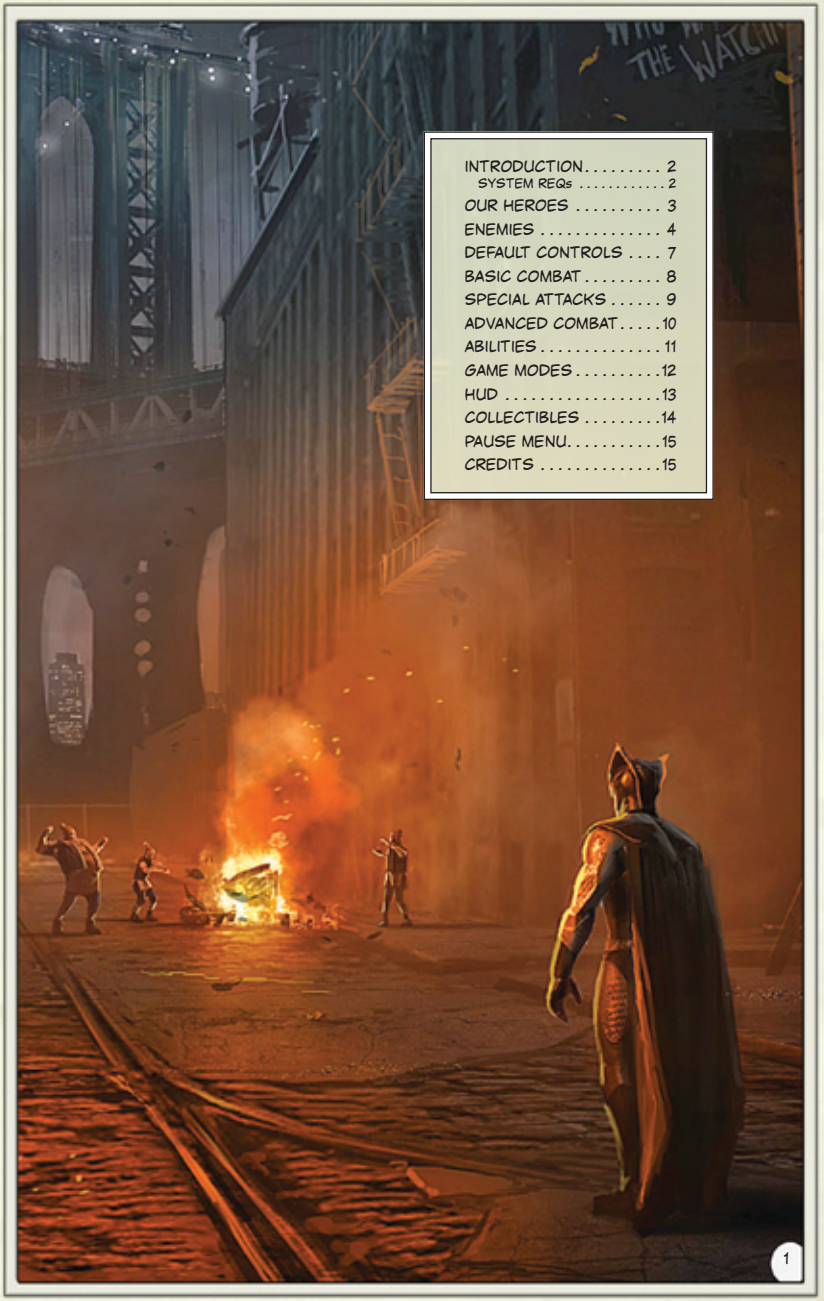
Photosensitive Seizures

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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INTRODUCTION

IT'S JUNE 1977, AND ANY DAY NOW THE PASSAGE OF THE KEENE ACT WILL OUTLAW ALL MASKED VIGILANTES NOT SANCTIONED BY THE GOVERNMENT. RORSCHACH HAS DISCOVERED A MYSTERIOUS MISSING PERSONS CASE AND ENLISTS NITE OWL'S HELP IN FINDING THE YOUNG GIRL...

...THEIR SEARCH TAKES THEM DEEP INTO THE DEPRAVED AND SLEAZY CORNERS OF THE CITY, AND EVENTUALLY FACE-TO-FACE WITH THE MYSTERIOUS TWILIGHT LADY. THE SEEDY UNDERBELLY OF NEW YORK BECKONS...WILL YOU TAKE THE CALL?

SYSTEM REQs

COMPUTER

- Windows® XP SP1+ (32bit & 64bit)
- Windows Vista® SP1+ (32bit & 64bit)

HARDWARE

- *CPU:* 1.8ghz 64bit (dual core)
- *Video:* GeForce® 6800 or Radeon™ x800
- *Video Memory:* 256mb+
- *Pixel Shader:* 3.0
- *RAM:* 1gb+
- *HDD:* 2gb+
- *Sound:* DirectX® compatible sound card

OUR HEROES

RORSCHACH

REAL NAME: WALTER KOVACS

AFTER A TROUBLED CHILDHOOD, KOVACS WAS INSPIRED TO BECOME A VIGILANTE BY THE BRUTAL MURDER OF KITTY GENOVESE IN QUEENS, NEW YORK. HIS MASK IS MADE OF A SPECIAL FABRIC WITH SHIFTING BLOTS OF BLACK ON A WHITE BACKGROUND.

NITE OWL

REAL NAME: DANIEL DREIBERG

THE SECOND VIGILANTE TO GO BY THE NAME NITE OWL, DAN DREIBERG HAS USED HIS FAMILY INHERITANCE AND TECHNOLOGICAL SKILLS TO CREATE A NUMBER OF GADGETS AND TOOLS TO FIGHT CRIME.

ENEMIES



THE TWILIGHT LADY

TWILIGHT LADY IS THE VICE QUEEN OF NEW YORK. HER VAST VICE EMPIRE INCLUDES EVERYTHING FROM SMUT MAGAZINES AND MOVIES TO STUDIOS, BURLESQUE HOUSES AND BORDELLOS SPREAD THROUGHOUT THE CITY.



HEAVIES

ALTHOUGH TWILIGHT LADY'S GIRLS ARE MORE THAN CAPABLE OF HANDLING THEMSELVES AGAINST DRUNKEN PATRONS AND ADMIRERS, THEY OFTEN DON'T GET THEIR HANDS DIRTY (THEY MIGHT BREAK A NAIL, AFTER ALL). THEY HAVE THE AID OF BIG, BEEFED-UP BOUNCERS DRESSED IN CHEAP POLYESTER SUITS AND GAUDY SHIRTS FOR THAT SORT OF WORK.



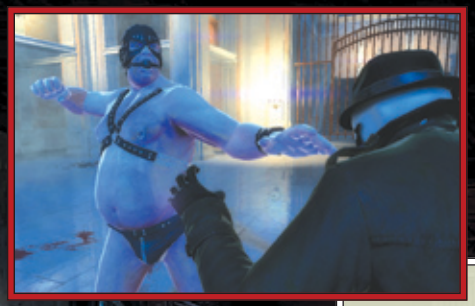
KNOT-TOPS

THE KNOT-TOPS HAVE SPREAD FROM THE DOCKS THROUGHOUT THE CITY WITH A RAPID SPEED OVER THE LAST COUPLE OF YEARS. THEY NOW ROAM THE STREETS, CAUSING TROUBLE AND VANDALISM, AND SHAKING DOWN INNOCENT PEOPLE FOR A FEW BUCKS. THEY ALSO OFFER AN ASSORTMENT OF ILLICIT DRUGS.



DOMINATRIXES

EMPLOYED BY TWILIGHT LADY AND COMPLETELY LOYAL, THEY AIM TO PLEASE TWILIGHT LADY'S CUSTOMERS AND BRING PLEASURE BY PUNISHING AND INFLICTING PAIN UPON THOSE WILLING TO ENDURE IT FOR FUN. JUST DON'T FORGET YOUR SAFE-WORD BEFORE HIRING ONE!



GIMPS

GIMPS ARE BIG LUMBERING OAFS, TOTALLY IN THE POWER OF THEIR VICES AND DESIRE TO HURT AND BE HURT. THEY LIVE OUT THEIR FANTASIES IN SECLUSION, AND HAVING OUR HEROES INTERRUPT THEIR SESSIONS MAKES THEM VERY UPSET.

DEFAULT CONTROLS

KEYBOARD / MOUSE

RUN	W / A / S / D
CAMERA / LOOK	MOUSE LOOK / ⬆⬇
FAST ATTACK	DEL / MOUSE 1
HEAVY ATTACK	END / MOUSE 2
THROW	PG DN / MOUSE 3
USE	F
BLOCK / EVADE	SPACEBAR
CAMERA HELP	HOME (KEYBOARD)
SPECIAL ATTACK 1	Q
SPECIAL ATTACK 2	E
PAUSE / PAUSE MENU	ESC

GAME CONTROLLER

CONFIGURATIONS VARY ACROSS PC-BASED GAME CONTROLLERS. REFER TO THE CONTROLLER INSTRUCTION MANUAL FOR SET-UP INSTRUCTIONS.

- YOU WILL NEED AT LEAST ONE GAME CONTROLLER TO PLAY IN CO-OP MODE.

BASIC COMBAT



FAST ATTACKS

QUICK ATTACKS THAT DEAL LITTLE DAMAGE, BUT ARE GOOD FOR GETTING IN A FEW BLOWS TO STUN THE OPPONENT.



HEAVY ATTACKS

SLOWER AND MORE POWERFUL BLOWS; GOOD DAMAGE, BUT EASILY DEFENDED AGAINST.

BLOCKING / DODGING

HOLD THE DEFEND BUTTON TO PERFORM A BLOCK/DODGE MOVE. THESE MOVES ARE A GREAT WAY TO OPEN A COUNTERATTACK AGAINST THE ENEMY.

SPECIAL ATTACKS

RORSCHACH



BULL RUSH

THIS DEADLY ATTACK CAUSES RORSCHACH TO CHARGE FORWARD WITH BLINDING SPEED, KNOCKING DOWN ANY FOES IN HIS PATH, CAUSING GREAT DAMAGE.

RAGE MODE

UNLEASH RORSCHACH'S ANGER AND ENTER INTO A BLIND FURY OF BRUTAL BONE CRUSHING COMBAT FOR A BRIEF PERIOD. GREATLY INCREASES HIS DAMAGE, SPEED, AND AWARENESS, FELLING FOES WITH A SINGLE BLOW.

NITE OWL



STUN GRENADE

UTILIZING ADVANCED TECHNOLOGY, THESE SMALL BUT POWERFUL GRENADES HOLD AN ELECTRICAL CHARGE THAT, WHEN RELEASED, CAN CAUSE TEMPORARY BLINDNESS AND LOSS OF HEARING, RENDERING THE VICTIM VULNERABLE FOR A BRIEF PERIOD.

ELECTRIC OWLSUIT

COMPACT ELECTRIC GENERATORS IN THE OWLSUIT PROVIDE AN ELECTRICAL CURRENT THAT POLARIZES THE EXTERNAL SURFACE OF THE SUIT WHEN ACTIVATED. THIS UNLEASHES AN ELECTRIC BLAST THAT KNOCKS DOWN AND DAMAGES ENEMIES WITH ARCS OF LIGHTNING.

ADVANCED COMBAT



COMBOS

EACH HERO HAS THE NATURAL ABILITY TO STRING TOGETHER COMBINATIONS OF FAST AND HEAVY ATTACKS TO ADD EXTRA DAMAGE.

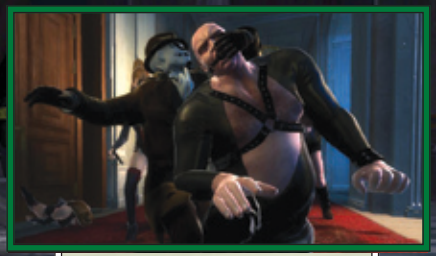
IMPROVED COMBOS CAN STUN, KNOCK DOWN, AND DECIMATE ENEMIES MORE QUICKLY, AND CAN EVEN HIT MULTIPLE ENEMIES AT ONCE.



DISARMING

THE HEROES COUNTER AN OPPONENT'S ATTACK OR DISARM THOSE THAT ARE CARRYING DEADLY WEAPONS.

TO TRIGGER A COUNTERATTACK, YOU MUST FIRST BLOCK OR DODGE AN ATTACK, AND THEN PERFORM A FAST ATTACK ON THE ENEMY. KEEP IN MIND THAT TIMING IS IMPORTANT.



FINISHERS

AFTER CERTAIN FOES HAVE TAKEN A GOOD DEAL OF DAMAGE, A BUTTON ICON WILL APPEAR OVER THEIR HEADS. PRESS THE CORRESPONDING BUTTON TO TAKE THEM DOWN FOR GOOD.

ABILITIES

RORSCHACH

CLIMBING

AT KEY MOMENTS, RORSCHACH MAY NEED TO FIND AN ALTERNATE ROUTE. BEING SWIFT AS WELL AS AGILE, HE MAKES CLIMBING SEEM EASY. TO CLIMB, APPROACH A BRIGHTLY-LIT DRAIN PIPE AND PRESS THE USE BUTTON TO BEGIN CLIMBING.

LOCKPICKING



HAVING MASTERED THE ART OF PICKING LOCKS, RORSCHACH ALWAYS KEEPS A LOCKPICK OR TWO ON HAND JUST IN CASE. PICKING LOCKS IS USEFUL FOR ACCESSING OPTIONAL AREAS OFF THE BEATEN PATH, OR FOR FINDING THINGS THAT OUGHT NOT TO BE FOUND.

TO BEGIN LOCKPICKING, APPROACH A LOCKED DOOR/GATE AND PRESS THE USE BUTTON. MOVE THE LOCKPICK WITH W / A / S / D OR ⬆⬇, THE GOAL BEING TO MOVE EACH TUMBLER IN THE LOCK TO THE UP POSITION. PRESS E OR PULL RT TO SET THE TUMBLER IN PLACE. ONCE ALL TUMBLERS ARE CLEARED, THE LOCK OPENS. PATIENCE CAN BE REWARDING.

NITE OWL

GRAPPLING

WITH AN ARRAY OF TECHNOLOGICAL GADGETS AT HIS DISPOSAL, NITE OWL'S GRAPPLING GUN IS THE VERY ESSENCE OF NECESSITY. FIRED USING COMPRESSED CO_2, THIS GUN PROPELS A HOOK AND LINE AND ALLOWS NITE OWL TO REACH NORMALLY UNREACHABLE AREAS. TO GRAPPLE, LOOK AT A "GRAPPLE HOOP" AND PRESS THE USE BUTTON. THE GRAPPLING GUN IS ALSO GREAT FOR RAPPELLING DOWN BUILDINGS.

LIFTING DOORS / GATES

THANKS TO THE POWER OF THE OWLSUIT, NITE OWL POSSESSES THE RAW STRENGTH AND STAMINA TO LIFT EXCEPTIONALLY HEAVY GATES, THEREBY ALLOWING THE MORE AGILE RORSCHACH TO ENTER UNDERNEATH AND UNLOCK THESE DOORS FROM THE INSIDE. TO LIFT A GATE, FIRST APPROACH THE GATE AND PRESS THE USE BUTTON, THEN RAPIDLY PRESS THE USE BUTTON TO BEGIN LIFTING THE GATE.

GAME MODES

STORY MODE

GO IT ALONE AND EXPERIENCE THE ENTIRE GAME AS RORSCHACH OR NITE OWL. THE UNCHOSEN HERO WILL FIGHT VALIANTLY BY YOUR SIDE UNDER THE CONTROL OF THE AI.



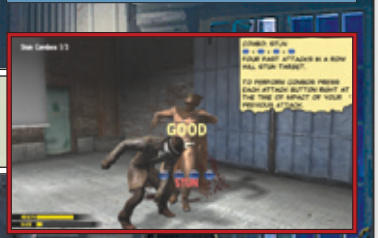
CO-OP PLAY

TEAM UP AND TAKE DOWN THE CRIMINAL SCUM OF THE CITY. EACH PLAYER CAN CHOOSE TO PLAY AS EITHER RORSCHACH OR NITE OWL. THIS MODE USES SPLIT-SCREEN ON THE SAME MACHINE, WITH CHARACTERS NOT BEING ABLE TO DAMAGE EACH OTHER.



TUTORIAL

PRACTICE AND PERFECT EACH CHARACTER'S COMBAT STYLES. RECOMMENDED FOR PLAYERS NEW TO THE GAME.



RORSCHACH VS. NITE OWL

BATTLE RORSCHACH AND NITE OWL AGAINST EACH OTHER IN THIS GRUDGE MATCH.



HUD





HEALTH METER

THIS YELLOW BAR IN THE LOWER LEFT OF THE SCREEN DISPLAYS THE PLAYER'S HEALTH. WHEN THE HERO IS HIT, SOME OF THE YELLOW BAR WILL DROP OFF. WHEN THE HERO BECOMES LOW ON HEALTH, THE SCREEN STARTS TO TILT AND BECOME RED, INDICATING THAT THE HERO IS CLOSE TO DEATH. HEALTH WILL REGENERATE OVER TIME IF YOU MANAGE TO STAY UNHARMED FOR A WHILE.

RAGE METER (RORSCHACH ONLY)

THIS GAUGE REPRESENTS RORSCHACH'S UNBRIDLED RAGE AND ANGER, WHICH BUILDS UP WHEN HE ATTACKS OR BECOMES WOUNDED. WHEN RORSCHACH TAPS INTO HIS RAGE, HE CAN UNLEASH DEVASTATING ATTACKS.

CHARGE METER (NITE OWL ONLY)

THIS GAUGE REPRESENTS THE COMPACT ELECTRIC GENERATOR WITHIN NITE OWL'S OWLSUIT. OVER TIME THE GENERATOR BUILDS UP AN IMMENSE ELECTRICAL CHARGE WHICH, WHEN RELEASED, CAN POLARIZE THE SUIT AND CAUSE ADDITIONAL DAMAGE.

COLLECTIBLES

CARDS & BATTERIES

SCATTERED THROUGHOUT THE GAME AT HIDDEN LOCATIONS ARE RORSCHACH CARDS OR OWLSUIT BATTERIES. WHEN COLLECTED, THE CARDS OR BATTERIES EXTEND THE RAGE OR CHARGE METER.







WEAPONS (RORSCHACH ONLY)

WHEN THUGS OR SCUMBAGS ARE DISARMED OR KNOCKED DOWN, THEY DROP THEIR WEAPONS. RORSCHACH CAN TAKE ADVANTAGE OF THESE WEAPONS BY WALKING OVER A BRIGHTLY LIT WEAPON AND PRESSING THE USE BUTTON TO PICK IT UP.

WEAPONS DEAL CONSIDERABLE DAMAGE; HOWEVER THEY'LL BREAK AFTER A FEW HITS. RORSCHACH MAY ALSO BE DISARMED BY THE VERY ENEMIES HE FIGHTS, SO BE CAREFUL! TO DROP THE WEAPON, PRESS THE THROW BUTTON.



PAUSE MENU

PAUSE MENU

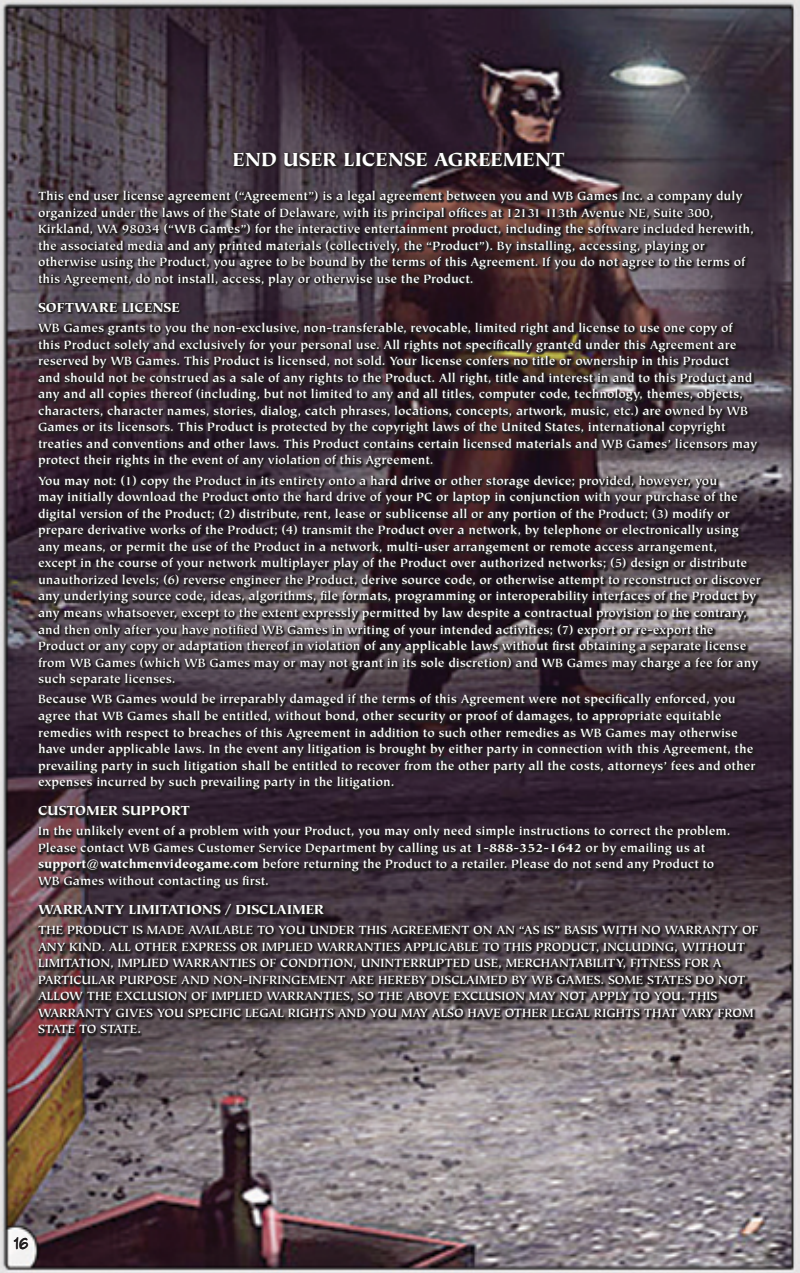
RESUME	RESUME THE GAME IN-PROGRESS.
ABILITIES	DISPLAY A LIST OF ALL LOCKED AND UNLOCKED MOVES AND ABILITIES, INCLUDING DESCRIPTIONS.
HELP & OPTIONS	LEARN HOW TO PLAY, CHANGE CONTROLLER SETTINGS, ADJUST AUDIO/VIDEO SETTINGS, AND TOGGLE SUBTITLE TEXT ON/OFF.
REPLAY CHAPTER	RESTART THE CURRENT CHAPTER (ALL UNSAVED PROGRESSION WILL BE LOST).
EXIT GAME	RETURN TO THE WATCHMEN MAIN MENU.

CREDITS

TO SEE A LIST OF CREDITS OF THOSE WHO BROUGHT YOU THIS GAME, PLEASE GO TO WWW.WATCHMENVIDEOGAME.COM.

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