

# The Whacked! Controls!

Sidestep Left

Sidestep Right

Jump

Attack

Pause

Character Movement

Change Camera  
Angle



0802 Part No. X08-82218



Microsoft  
game studios



LIVE ONLINE ENABLED





# Safety Information

## 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 game play 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.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

Hey everybody, it's  
time to get...



Introducing Your Host .....	2
The Prize .....	3
The 7 Contestants .....	4
The <i>Whacked!</i> Controls! .....	6

How to Play <i>Whacked!</i> .....	8
Be a Contestant .....	9
Six Ways to Play .....	10
Use Your HUD .....	11

That's right, it's the game show that makes you reach for the stars over a pile of bruised and battered bodies! We've got some big fun in store for you today! Here's what's happening on today's episode of *Whacked!*™

Weapons! Weapons! Weapons! .....	12
The Question Mark .....	16
The Big Red Button .....	18
Battle Mode Options .....	20
Single Xbox .....	21
System Link .....	22
Xbox Live .....	23
Credits .....	29
Warranty Information .....	30
Technical Support Information .....	31

And now that we've got that out of the way, on with the show!





And now,  
here's the man you've all  
been waiting for. He's talent personified,  
a dream come true, and a really beautiful person ...

## Introducing Your Host ... Van Tastic! ★

Hey there all you twisted sickos! Welcome to the show! The object of this crazy game is to compete against a group of bloodthirsty contestants in a series of lighthearted and (hopefully) lethal battles. The battles are fought over a series of four increasingly strange and challenging stages. You'll have to successfully complete all the battles on a stage before you can advance to the next. Whether it's another outlandish battle arena, sophisticated weapon, or oddball contestant, you'll unlock something new every time you win a battle!



2

The lucky devil who survives all four deadly stages of fun will win the game and find out what's behind the door of our Vault. That's right, it's ...

## The Prize!

Now, I can't tell you what The Prize is exactly, but what I can tell you is that it's everything your little heart desires ... if you're ruthless enough to claim it!

Can't wait to get your greedy mitts on the fabulous goodies in store for you? Well, settle down, you drooling maniac! You'll get your chance soon enough.



3



You'll have to hold your horses for now, because it's time to introduce ...

## The Seven Contestants!

This cantankerous contestant's extremities were stolen by a good-luck-charm factory, and he just can't seem to stop grumbling about it! Put your bandaged stumps together for ...

**LUCKY!**



"Go stuff a tube sock in yer jabbering gob, ya maggot!"

Though this unassuming contestant is clearly a flightless waterfowl, he has recurring fantasies in which he imagines himself to be a merciless bird of prey. Flap your useless flippers for ...

**EUGENE!**



"It's really great to be here, eh? (Yeah, great! I don't stand a freakin' chance!)"

This contestant mumbles incoherently and stinks like a sewer, but what our little orange omnivore lacks in mind and body he makes up for in ravenous appetite. Let's have a heaping helping of applause for ...

**TOOF!**



"Mfffgrlorp! Jheeshpf! Errrrbfft!"

This tantalizing contestant won't let anything, not even clothing, stand in the way of her winning The Prize! Put your sweaty palms together for ...

**LUCY!**



"Is that a controller in your hand or are you just happy to see me?"

The ladies are gonna love this contestant...almost as much as he loves himself! Flex your undersized pecs for ...

**LANCE!**



"The ladies call me The Loin King. Heh heh ... get it?"

Our next contestant is pathologically attracted to shiny objects (and she hasn't ruled out the dull ones, either). What's yours is hers, so please give up your belongings to ...

**CHARITY!**



"I want the shiny Prize! It's MINE!"

Some would call our next contestant a bit laid-back. I like to think of him as quite possibly brain-dead! Let's have a rousing round of applause to wake up ...

**OTTO!**



"Hey man, quit hogging the blanket!"



If you want to master the game of *Whacked!*, you'll need wicked hand-eye coordination. And so, without further doo-doo, let's take a moment to review ...

## The *Whacked!* Controls!



Since I'm such a generous and thoughtful guy, I want to help you inflict as much damage as possible on your opponents while avoiding damage to yourself. So I'm making the magnanimous decision to share a few of my helpful controller tips for making the most of your mayhem!

### Power Jump

Finding yourself falling short? Try holding down the Jump button longer to jump higher and farther!

### Basic Attack

If you don't have a weapon, you can still get in on the action. Get up close to your opponent and press the Attack button to sock 'em in the kisser!

### Spike Attack

Press and hold Jump to rise high above your opponent, and then press Attack in mid-air to spike down on top of your opponent's head.

### Sidestepping

Don't forget to use your left and right triggers! Sidestepping is extremely effective for maneuvers like picking up stars, attacking and evading enemies, and avoiding missiles and other weapons.

Now that we've got the basics out of the way, it's time to find out...

## How to Play *Whacked!*

If you want to get *Whacked!*, the first thing you'll want to do is get to know the options on the *Whacked!* main screen.

### Gameshow Mode

Be a contestant! Gameshow Mode is the single-player *Whacked!* experience, and it's the only way to unlock levels, weapons, contestants, and a whole bunch of other stuff. So come on down, select a contestant, and get on with the show!

### Battle Mode

Go here for multiplayer games on a single Xbox, linked Xbox consoles, or via the Xbox™ Live service! When playing against opponents on other Xbox consoles, you've got the entire arsenal of weaponry available from the get-go!

### Rehearsal

Get a brief tutorial of basic moves and strategies to give you an edge on the competition.

### Theater

Watch all the cinematics and commercials you've unlocked.

### Settings

Change settings for two-player split-screen battles and the volume of sound effects, music, and voice.

Are you ready, Mr. Tough Guy? Good! Then why don't you come on down and ...

## Be a Contestant!

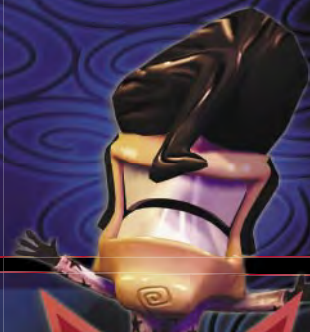
The best way to be a contestant is to play *Whacked!* in Gameshow Mode. (Between you and me, if you want to unlock additional battle arenas, weapons, power-ups, and contestants, Gameshow Mode is the only way to go!) And if you play successfully all the way to the end in Gameshow Mode, you might just get your chance to claim The Prize!

### To start a new game in Gameshow Mode

1. On the *Whacked!* main screen, select Gameshow Mode.
2. On the Player Profile screen, select <NEW PROFILE>.
3. On the New Player screen, enter a name for your player profile using the on-screen keyboard and then select DONE.
4. On the Difficulty screen, select the level of difficulty you want.
5. On the Contestant screen, select the contestant you want to be.
6. Congratulations! You're ready to get *Whacked!*

### To resume an existing game in Gameshow Mode

1. On the *Whacked!* main screen, select Gameshow Mode.
2. On the Player Profile screen, select an existing profile.
3. On the Difficulty screen, select the level of difficulty you want.
4. Congratulations! You're ready to return to a show already in progress.





As a contestant on *Whacked!*, you'll encounter a wild variety of exciting game modes. Let's hear a little bit more about the ...

## Six Ways to Play!



### Combat

Step into the arena, pick up a weapon, and whack other players to release their stars. The first player to collect the specified number of stars is the winner!



### Grab 'n' Run

Known by some as "Kill the Guy with the Trophy" and known by others as "Run for Your Life with a Trophy while under Heavy Fire," the first player to carry the gold trophy for the specified time is the winner!



### Dodgeball

Smack other players with dodgeballs while avoiding them yourself. The last player standing is the winner!



### King of the Hill

The first player to stay on the moving patch of glowing green swirls for the specified number of minutes is the winner!



### Fragfest

The clock is ticking .... How many kills can you rack up before time runs out? The player who disposes of the most players in the specified number of minutes is the winner!



### Chicken

You're on the run from a flock of flesh-eating fowl! Slaughter a chicken with a weapon to release a star. Collect the specified number of stars to win!

As you start inflicting pain on your opponents in one of our spectacular battle arenas, you'll notice all sorts of nifty on-screen status indicators in your Heads-Up Display (HUD) that will let you know how you're doing. You'll find these status indicators in the top-left corner of the *Whacked!* game screen. So make your fighting more effective ...

## Use Your HUD!

These icons appear in the HUD with numbers beside them to indicate status.



Indicates the amount of time remaining or accrued.



Indicates the number of stars you've picked up.



Indicates the number of lives or amount of health you have remaining.



Indicates the total number of kills you've accrued.



Another indicator of who's in the lead is the "leader beam." Simply look for the player bathed in a heavenly column of light. If you can't see the leader beam, it may be shining on you!

In Combat game mode, the leader loses more stars than any other player when killed. If you want to rack up star points, look for the leader beam and do some damage. If you're in the lead, watch your back!



The Health Bar rises and falls to reflect your changing health status.

When the Health Bar is depleted, you are dead dead dead! (Don't worry, though—death is only temporary. You'll respawn after dying.)



And what game show would be complete without instruments of mass destruction?  
A game show you wouldn't want to watch, that's for sure! Put on your safety goggles,  
because it's time for a word from our sponsor ...

## ★ Weapons! Weapons! Weapons! ★

Have we got  
weapons  
for you at the

### Weapons Warehouse!

Numerous models  
to choose from!  
All sizes, shapes,  
and colors!

You'll be amazed  
when you see the  
astounding selection  
of outlandish  
weapons we have  
in stock!

Take a look at  
this selection of  
our most popular  
items and see if  
your trigger finger  
doesn't start  
itching!

#### Plunger Missile

*Time for a little toilet-training!*

Now you can flush away the opposition with  
3 of these speedy homing missiles!

*Get ready for a real side-splitter!*

#### Throwing Cleaver

Here's your chance to chop up the opposition  
with this rapid-fire meat cleaver!

If it's accuracy you're looking for, throw just  
one cleaver at a time. Rapid-firing will throw  
less accurately.

#### Cluster Duck

*Get ready for some fowl play!*

These cute little rubber duckies are  
actually deadly grenades. Fire them at  
opponents and stand back from the blast!  
Hold down the Attack button to load  
multiple ducks. Release the Attack button  
to send them all quacking.

*Office supplies to die for!*

#### Stapler

Now you can organize unruly opponents  
by stapling them to the floor with this  
handy close-range weapon.

#### Stick of Reason

*One strike and they're out!*

Hey, batter ... take a swing at your opponents and watch them  
bleed stars as they fly through the air!

*Send 'em something to remember you by!*

#### Missile

Target your opponents and send this handy-dandy homing  
missile to hunt 'em down and blow 'em to bits!

#### Mallet

*Disorder in the court!*

You're the judge, jury, and executioner when you grab the handle  
of this mallet. But hold on tight, because this self-propelled weapon  
will flatten your opponents and take you along for the ride!

*Twinkle, twinkle, little star,*

*How I wonder what you AAAAAARGH!*

#### Star Mines

Strategically sprinkle the battlefield with these upside-down  
stars and watch the destruction unfold as other players try  
to pick them up!

#### The Shocker

*Who said lightning never strikes twice?*

This little whippersnapper lets you zap your opponents with a  
close-range bolt of electricity! Hold down the Attack button for  
a sustained shock and get ready for a wild ride! If you're the  
victim of a Shocker attack, break your opponent's hold on  
you by slamming him into a wall!

*Now it's your turn to be the playground bully!*

#### Dodgeball

Press the Attack button to pick up, catch, and  
throw dodgeballs.



*Feel the power of the desert flower!*

**Cactus**

Prick your opponents with this rapid-fire close-range stickler.



**Freeze Gun**

*I FREEEEZE YOU!*

Pick up this frosty snowman spray gun and shoot it at your opponents to immobilize them in a block of ice! Keep spraying your frozen opponents to push them into harm's way!



*What better way to say "Fork you"?*

**Pitchfork**

Poke your opponents and fling them over your shoulder. Hold down the Attack button to keep your writhing victim aloft. Release the Attack button to fling your victim over your shoulder.



**Urp!**

*Warning! Contents under pressure!*

Take a big gulp of this putrid soda pop and belch other players away from you with a blast of nasty gas. Hold down the Attack button to shake the can and release an even bigger Urp! Now *that's* how you spell relief.



*The chickens have finally come home to roost!*

**Yolk-o-Matic**

The yolk's on your opponents when you blast them with eggs from this high-cholesterol chicken gun.



**Goodbye Doggie**

*Roll over and play dead!*

At your command, this adorable little pooch searches for the leader of the game and delivers an explosion of cuteness! If you're in the lead, don't worry—your faithful companion will pay a destructive visit to your closest competition.



**Shish-ka-bob**

*Guess who's coming to dinner?*

Your opponents, that's who ... when you skewer them with this projectile weapon!



*Great cannonballs of fire!*

**Cannon**

Shoot this powerful little circus cannon from a safe distance and watch the deadly bouncing balls explode the opposition!



**Sticky Bombs**

*Give 'em a quake they just can't shake!*

Drop an orbiting bomb in a strategic location and watch the fun as they stick to your opponents—the next time that player is hit by another weapon, this pesky little explosive will add extra damage.

If you find some of these bombs circling you, spike an opponent to transfer them.



*Death, where is thy sting? Well, look no further!*

**Bee Hive**

Now you can release a swarm of killer bees at your opponents and watch them break out in hives! Unless they stand perfectly still, the bees will continue to swarm.



And don't forget the

**Weapons Warehouse Guarantee:**

*If you're looking to swap your weapon for a better one, just stand over the weapon you want and it'll be yours!*



You'll occasionally run across one of these mysterious babies. It could be any one of 10 different power-ups. You never know which one you're gonna get, and they're not all good. Is it worth the gamble? Well, take a look at what might be in store for you ...

## The Question Mark!



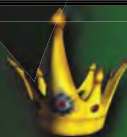
### Armor

Notice how your body turns to metal? You're impervious to weaponry! Do some damage before your shielding peters out.



### Feeding Frenzy

A cluster of stars suddenly appears all around you. Get as many as you can before your opponents start swarming!



### Double Up

That crown on your head means every star is worth double. Get as many as you can for as long as the royal treatment lasts!



### Vacuum

See that vortex swirling around you? You're a magnet for nearby stars! Suck up as many as you can while you've got the chance!



### InVisibility

Notice how your body turns translucent? You're invisible to opponents! Take advantage of your transparency while you can!



### El Vampiro

That sombrero on your head means you're a star-sucking fiend! Run after your opponents and suck the stars right out of them!



### fReeding fEnzy

Star mines appear all around you. You won't trigger them, but your opponents will! Stand back and watch them explode!

Remember how I told you power-ups ain't all good? Here's what I'm talking about!



### On Fire!

Flames engulfing your body? You're on fire! Extinguish your flames by colliding with opponents—now it's *their* turn to feel the heat!



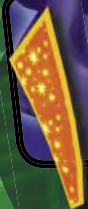
### Da Bomb

Notice that ticking time bomb over your head? That means you're da bomb! Try to take out a few opponents when you explode!



### The Plague

Got a green stench emanating from your body? You've got the plague! You can share your contagious illness with opponents by direct contact! Unfortunately, there's no cure!



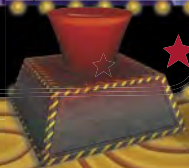
You'll be seeing another punctuation mark in Combat game mode after you've gotten a bit further ... **the Exclamation Point!** It has different effects for each contestant. What will yours be?





As the action starts to intensify in Gameshow Mode, I'll add a new element to the mix. Run over one of these crazy gizmos and you might alter the outcome of a battle in a matter of seconds! It might not always be to your advantage, but that's a chance you'll just have to take, isn't it? It's a strange little invention that I like to call ...

## The Big Red Button!



### Missilefest

Three is the tragic number if you don't watch your back ... because every player now gets 3 missiles to triple the mayhem!



### You're It!

A giant arrow suddenly appears over the leader's head. All stars are removed from the arena and all other players receive cleavers. Better get moving: the leader is the only source of stars!



### Screwed

Every single one of the leader's stars has changed to his color, and now he can't pick any up! He's screwed!



### Play Ball

Take me out to the brawl game! That's right, get ready for some big-league brutality when every player receives a baseball bat!



### Magnet

A magnet that attracts homing weapons appears over the leader. All stars are removed from the arena. All other players receive 3 plunger missiles apiece. Suddenly, first is the worst place to be!



### Minefield

It's time to watch your step instead of your score ... when the playing field turns into a field of explosive star mines! One false move and ... *Kerplooeey!*



### Death

Darkness falls as a giant disembodied hand approaches, beckoning with bony fingers. It's the dreaded hand of Death! Don't get fingered—it's fatal!



### Zombie Stars

When the sky glows bright green, the deadly zombie stars come out to play. Better keep your distance or you'll lose your life!



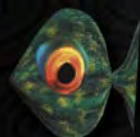
### Simmer Down!

Notice that soothing music and the absence of all weapons, power-ups, and Big Red Buttons? That means it's time to simmer down! Engage in some relaxing hand-to-hand combat while calmly collecting stars.



### Swap

If you could spend time in somebody else's shoes, what would you do? You'll find out when you temporarily swap places with another player! (Suggestion: Find the quickest way to die!)



### Fish-Eye Lens

Does it suddenly seem like you need a new pair of glasses? That's because the fish-eye lens is in effect! So don't call the optometrist just yet—you'll see things more clearly in a few seconds.



### Upside-Down

If everything suddenly seems to have turned topsy-turvy, that's because you're upside-down! Forward is still forward. But left is now right. And bottom's up!



Let's say you just want to get right into the battle arenas and skip the whole game show thing. Hey, I can sympathize! You think I enjoy this stupid shtick day in and day out? So go ahead, you have my blessing. Go play by yourself. Or, better yet, plug in some extra controllers and play with friends. Or, better still, play with a couple of linked Xbox consoles. Or go online and play with twisted individuals from all around the world on *Xbox Live*. However you choose to do it, you can play the kind of game you want to play, and you can play it right now!

All right, I'm a little excited, can you tell? First things first. And the first thing you need to do is learn about the fabulous ...

## Battle Mode Options!

➔ To access the Battle Mode Options screen, select **Battle Mode** on the *Whacked!* main screen.

You've got three options to choose from, which shouldn't be that hard, even for you! Which one will it be?

Single Xbox	System Link	Xbox Live
For battles against the computer or with up to three of your friends on a single Xbox.	For battles with up to four players on linked Xbox consoles.	For battles with up to four online players via the <i>Xbox Live</i> service.

Let's take a look at what happens when you select ...

## Single Xbox!

There are two ways to play *Whacked!* in Battle Mode on a single Xbox: as a single player against three computer opponents or with up to four human players in a split-screen game. Since I'm such a giving individual, I'm gonna show you how you do both!

### To start a single-player game in Battle Mode

1. On the *Whacked!* main screen, select **Battle Mode**.
2. On the Battle Mode screen, select **Single Xbox**.
3. Press the **A** button to join the game.
4. Select a contestant, and then press the **A** button.
5. Press **START** to go to the Battle screen, where you can pick an unlocked combat arena, choose a game mode, and set a bunch of exciting battle options to give you the exact game you're looking for.
6. Press **START** to begin the game.

### To start a split-screen game in Battle Mode

1. Make sure all players' controllers are plugged in to the Xbox console.
2. On the *Whacked!* main screen, select **Battle Mode**.
3. On the Battle Mode screen, select **Single Xbox**.
4. Each player presses the **A** button to join the game.
5. Each player presses the **A** button to select a contestant.  
(Any contestants not controlled by a human player will be controlled by the Xbox, so you'll always be playing against three opponents of one kind or another.)
6. Press **START** to go to the Battle screen, where you can pick an unlocked combat arena, choose a game mode, and set a bunch of exciting battle options to give you the exact game you're looking for.
7. Press **START** to begin the game.





Now let's pay a visit to the spectacular world of ...

## System Link!

Play with up to four players over linked Xbox consoles. You can connect two Xbox consoles together using an Xbox System Link Cable or up to four Xbox consoles using an Ethernet hub and standard Ethernet cables. Only one player per console, please!

### To start a System Link game

1. Connect the Xbox video game systems to each other. Refer to your Xbox instruction manual for information and instructions.
2. On the *Whacked!* main screen, select **Battle Mode**.
3. On the Battle Mode screen, select **System Link**.
4. Select your Gameshow Profile or create a new one, and then press the **A** button to advance to the Session screen.
5. Do one of the following:

#### To host a session

- ➡ Under Session Name, select **<NEW SESSION>**.
- ➡ On the Create Session screen, choose options for your game setup, and then press the **A** button.
- ➡ Select a contestant, and then press the **A** button to advance to the Lobby.

#### To join an existing session

- ➡ Under Session Name, look for the profile name of your friend, and then press the **A** button to join.
- ➡ Select a contestant, and then press the **A** button to advance to the Lobby.

6. Once everyone has joined and appears in the Lobby, the Host presses **START** to begin the game.
7. When the game is over, all players will be returned to the Lobby, where the host can either restart the same game or select **Change Game Setup** under Settings to create a different match.

Last, but certainly not least, let's get acquainted with the fabulous features of ...

## Xbox Live!

### Take *Whacked!* Beyond the Box with Xbox Live

Xbox Live is a high-speed Internet gaming community where you can create a permanent gamer identity, set up a Friends list with players you like to beat, see when they're online, invite them to play, and talk to them in real-time as you play. To determine if Xbox Live is available in your region, go to <http://www.xbox.com/live/>.

### Connecting Hardware and Signing Up to Xbox Live

Before you can play *Whacked!* online, you need to connect your Xbox console to a direct or shared broadband connection and sign up for the Xbox Live service. For details, see the Xbox Live Quick Start card included with this game, or go to <http://www.xbox.com/live/>. If you need more help, call 1-800-4MY-XBOX.





## Play *Whacked!* Online!

To play *Whacked!* online, you'll need to connect to the Xbox *Live* service and select the kind of game you want to play online. To do this, you need to make a choice from the Xbox *Live* screen. (Note: It is not possible to play *Whacked!* on Xbox *Live* with more than one player per console.)

### To access the Xbox *Live* screen

1. On the *Whacked!* main screen, select **Battle Mode**.
2. On the Battle Mode screen, select **Xbox Live**.
3. On the Choose Account screen, select an existing Xbox *Live* account, and then press the **A** button.
4. Enter your pass code to sign in to the Xbox *Live* Service.
5. Select an option from the Xbox *Live* screen.

## The Xbox *Live* Screen

The Xbox *Live* screen presents several options for online play.

<b>Quick Match</b>	Find an online session without specifying any criteria.
<b>OptiMatch™</b>	Find an online session that matches specific criteria.
<b>Create Session</b>	Create and host an online session for other players to join.
<b>Friends List</b>	View your personalized list of Friends.
<b>Online Options</b>	Specify options for playing <i>Whacked!</i> online

## Quick Match

The fastest way to find an online session of *Whacked!* Quick Match allows you to search for a session without specifying any criteria.

### To find an online session of *Whacked!* without specifying any criteria

1. On the Xbox *Live* screen, select **Quick Match**.  
The Join Session screen appears and displays the first available game.
2. Under Game Setup, review the options for the available game, and then select one of the following options:
  - ➔ To skip the game that is displayed on the Join Session screen and view other available games, select **Show Next**.
  - ➔ To join the game that is displayed on the Join Session screen, select **Join Session** to advance to the Contestant Select screen.

## OptiMatch

For players who want to join an online session of *Whacked!* hosted by another player, this option allows you to specify the following criteria for the session you want to join: the arena you play in, the game difficulty, and the kind of game you want to play.

### To find an online session of *Whacked!* that meets specific criteria

1. On the Xbox *Live* screen, select **OptiMatch**.
2. On the OptiMatch screen, under Game Setup, define the specific parameters for your ideal game, and then press the **A** button.  
The Session screen appears and displays the closest matches for your criteria.
3. Select the session you want to join, and then press the **A** button.
4. On the Contestant selection screen, select the character you want to play as, and then press the **A** button to enter this game's Lobby.



## Create Session

This option allows you to create and host an online session of *Whacked!* Once you have created a session, you can invite other players from your Friends list or leave slots open for any online player to join. You can specify the following options for the session you want to host: the arena you want to play in, the game difficulty, the kind of game you want to play, the victory goal, and the weapons that are available.

### To create and host an online session of *Whacked!*

1. On the Xbox Live screen, select **Create Session**.
2. On the Create Session screen, under Game Setup, define the specific parameters for the game you want to play.
3. If you have Friends in your Friends list, the Number of Invitations dialog box appears, where you can reserve spots for Friends. Select an option, and then press the **A** button.
4. On the Contestant selection screen, select the character you want to play as, and then press the **A** button to enter the *Whacked!* Lobby.



## The *Whacked!* Lobby

If you are the host of a session, the Lobby is where you can change player options and game setup. Allowing the host to change game setup options from the Lobby enables the same four people to play multiple games in a single session without having to exit the Lobby to start a new game.

### To assign a player slot in the *Whacked!* Lobby

1. Select any open or reserved slot in the Players list, and then press the **A** button. The Assign Slot dialog box appears.
2. Select one of the following options:
  - ➔ **Open** (Session host only)—Leaves the slot open for any online player to join the session.
  - ➔ **Invite Friend**—Allows you to send an invite to a Friend and reserves the slot for that person.
  - ➔ **Computer Opponent** (Session host only)—Reserves the slot for a computer opponent. When selected, no human opponents can join the game in that slot.

### To change options for an online session of *Whacked!*

1. In the *Whacked!* Lobby, under Settings, select **Options**. You can also select your Gamertag from the Lobby, and then press the **A** button.
2. In the Lobby Options dialog box, select one of the following options:
  - ➔ **Recent Players List**—Access your Recent Players list.
  - ➔ **Friends List**—Access your Friends list.
  - ➔ **Voice Masking**—Determine how your voice will sound to other players.
  - ➔ **Appear Online or Offline**—Determine how your online status will appear.
  - ➔ **Change Character**—Select a different character to play as.
  - ➔ **Guests May / May Not Invite Friends** (Session host only)—Determine whether or not guests will be allowed to invite players from their Friends lists.



## Starting a Game

Once everything is set in the Lobby, the host presses **START** to begin the game. A countdown timer appears in the lower-left corner of the Lobby screen. At the end of the game, you will be returned to the Lobby.

## Friends List

Your Friends list can contain up to 100 other gamers whom you've designated as Friends. Not only does the list make it possible for you to send invitations or be invited to a game with your Friends, it lets you check on your Friends as well. You can see if they are signed on, currently playing, and more.

### To add a player to your Friends list

1. In the Lobby or the Recent Players list, select the name of the player you want to add to your Friends list, and then press the **A** button.
2. Select **Send Friend Request**, and then press the **A** button.  
If the Friend Request is accepted, the player will be added to your Friends list.

### To remove a player from your Friends list

1. In the Lobby or the Friends list, select the name of the Friend you want to remove from your Friends list, and then press the **A** button.
2. Select **Remove Friend**, and then press the **A** button.

### To send a game invitation to a player on your Friends list

1. In the Friends list, select the name of the player you want to invite to the session, and then press the **A** button.
2. Select **Send Game Invite**, and then press the **A** button.

## Recent Players List

The Recent Players list displays the 20 most recent players you've gone up against. Here are just some of the handy uses for the Recent Players list:

- ➔ Let's say you want to send feedback (positive or negative) to Xbox Live about someone you played against in a recent online session. Simply locate the player in the Recent Players list and let your thoughts be known!
- ➔ If you play with someone not on your Friends list and you want to add them, locate the player in the Recent Players list and send the player a Friend Request!
- ➔ If you do not want to hear a player's voice, you can silence that player by selecting the player's name in the Recent Players list, pressing the **A** button, and selecting the **Voice [Muted]** option. Selecting this option will mute the player for all future games.

## Xbox Live Player Options

The Player Options dialog box allows you to perform such actions as removing a friend from your Friends list, sending a Friend Request to a new player, and sending feedback on a player to Xbox Live. If you are the host, you can even kick a player out of the session! Access the Player Options dialog box from the Lobby and the Recent Players list. Similar options also appear in the Friends Options dialog box, which you can access from the Friends list. To access the Player Options or Friends Options dialog box, select the player's Xbox account name in the list of players, and then press the **A** button.





## The Xbox Live Service Icons

The following status icons appear in the Friends list, the Recent Players list, and the Whacked! Lobby.

	You have successfully sent a Game Invitation.
	You have received a Game Invitation.
	You have successfully sent a Friend Request.
	You have received a Friend Request.
	Friend is online.
	Voice is on.
	Voice is muted.



You've gotta be kidding me here! No one ever got anywhere in life by reading!  
Turn on the TV and let's play already!

## Roll credits!

### PRESTO STUDIOS, INC.

#### MANAGEMENT

Michel Kripalani David Flanagan Greg Uhler

#### PROGRAMMING

Max Elliott, technical director  
Michael Saladino, lead  
Andy Schatz  
John Schultz  
Tony Caton

#### LEVELS

Nate Clowar, technical director  
Keith Self-Ballard  
Jared Bailey  
Jose Albanil  
Casey Steffen

#### DESIGN

Phil Saunders, lead  
Ron Lemen  
Eric Nguyen  
Shane Nakamura  
Jeff Carlisle  
Francis Tsai

#### MUSIC & SOUND

Jamey Scott, composer  
Daniel Achterman

#### TEXTURES

Kelly Paige Standard, lead  
Tracy Koehring  
Mike Posis  
James Rochelle

#### STORY

Matt Weinhold, lead writer

#### ANIMATION

Mike Brown, lead  
Dan Paladin

### MICROSOFT GAME STUDIOS

#### PROGRAM MANAGEMENT

Thomas Zuccotti, producer Gordon Hee, program manager

#### PRODUCT PLANNING

Christine Hill  
Phil Platt

#### TEST

Harris Thurmond, lead  
Cory Alexander  
Barbara Pritchard  
Matt Coggan (Volt)  
Dylan Eddy (Volt)  
Matt Edington (Volt)  
David Eim (Volt)  
Collin Moore (Volt)  
Ty Roberts (Volt)  
Chris Lee (Volt)

#### USER TESTING

Keith Steury

#### PRODUCT MANAGEMENT

Barbara Hagen  
Chad Ellman

#### USER EXPERIENCE

Dana Fos  
Jason Groce  
Dana Ludwig  
Peter Tysver (Volt)

#### CONTENT COORINATION

LouAn M. Williams

#### LOCALIZATION

Jennifer Bixler  
Warren Wright (Volt)

#### ART

JD Alley



# Warranty Information

## Limited Warranty For Your Copy of Xbox Game Software ("Game") Acquired in the United States or Canada

### Warranty

Microsoft Corporation ("Microsoft") warrants to you, the original purchaser of the Game, that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 90 day period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: (a) does not apply if the Game is used in a business or for a commercial purpose; and (b) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication.

### Returns within 90 day period

Warranty claims should be made to your retailer. Return the Game to your retailer along with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer will either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original warranty period or 30 days from receipt, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the Game. The foregoing (repair, replacement or limited damages) is your exclusive remedy.

### Limitations

This limited warranty is in place of all other express or statutory warranties, conditions or duties and no others of any nature are made or shall be binding on Microsoft, its retailers or suppliers. Any implied warranties applicable to this Game or the media in which it is contained are limited to the 90 day period described above. TO THE FULL EXTENT ALLOWED BY LAW, NEITHER MICROSOFT, ITS RETAILERS OR SUPPLIERS ARE LIABLE FOR ANY SPECIAL, INCIDENTAL, PUNITIVE, INDIRECT OR CONSEQUENTIAL DAMAGES ARISING FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME. THE FOREGOING APPLIES EVEN IF ANY REMEDY FAILS OF ITS ESSENTIAL PURPOSE. Some states/jurisdictions do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This limited warranty gives you specific rights, and you may also have other rights that vary from state/jurisdiction to state/jurisdiction.

For questions regarding this warranty contact your retailer or Microsoft at:

Xbox Product Registration  
Microsoft Corporation  
One Microsoft Way  
Redmond, WA 98052-9953 USA

In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.

## Get an Edge on the Game!

Xbox Game Tips (Automated): Available 7 days a week including holidays, 24 hours a day.

- In the U.S., call 1-900-933-TIPS. \$.95 per minute.
- In Canada, call 1-900-561-HINT. \$1.50 (Canadian) per minute.

Xbox Game Tips (Support Representative): Available 7 days a week including holidays.

- In the U.S., call 1-900-933-TIPS. \$1.40 per minute.
- In Canada, call 1-900-561-HINT. \$1.50 (Canadian) per minute.

**Important:** Individuals under 18 years of age need a parent's or guardian's permission to call a pay-per-call number. Local and long distance telephone toll charges may apply. It is the customer's responsibility to check with their telephone company to determine if additional telephone charges will apply. Permission required from the telephone bill payer. Prices subject to change without notice. May not be available in all areas. Requires a touch-tone telephone. Call length is determined by user. Messages subject to change without notice.

Games Technical Support: Available 7 days a week including holidays.

- In the U.S. or Canada, call 1-800-4MY-XBOX.  
TTY users: 1-866-740-XBOX.
- In Mexico, call 001-866-745-83-12.  
TTY users: 001-866-251-26-21.

**Note:** Xbox Game tips are not available from 1-800-4MY-XBOX. You must call Xbox Game Tips (Automated) or Xbox Game Tips (Support Representative) for tips, hints, or codes.

For more information, visit us on the Web at [www.xbox.com](http://www.xbox.com)

Information in this document, including URL and other Internet Web site references, is subject to change without notice. Unless otherwise noted, the example companies, organizations, products, people and events depicted herein are fictitious and no association with any real company, organization, product, person or event is intended or should be inferred. Complying with all applicable copyright laws is the responsibility of the user. Without limiting the rights under copyright, no part of this document may be reproduced, stored in or introduced into a retrieval system, or transmitted in any form or by any means (electronic, mechanical, photocopying, recording, or otherwise), or for any purpose, without the express written permission of Microsoft Corporation.

Microsoft may have patents, patent applications, trademarks, copyrights, or other intellectual property rights covering subject matter in this document. Except as expressly provided in any written license agreement from Microsoft, the furnishing of this document does not give you any license to these patents, trademarks, copyrights, or other intellectual property.

© & © 2002 Microsoft Corporation. All rights reserved.

Portions of this product © 2002 Presto Studios, Inc. All rights reserved. The Presto Studios logo is a registered trademark of Presto Studios, Inc.

Microsoft, the Microsoft Game Studios logo, *Whacked!*, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries/regions.

The companies, organizations, products, domain names, e-mail addresses, logos, people, places, and events depicted herein are fictitious. No association with any real company, organization, product, domain name, e-mail address, logo, person, places, or events is intended or should be inferred.

Manufactured under license from Dolby Laboratories.



Uses Bink Video. © Copyright 1997–2002 by RAD Game Tools, Inc.