DEADPOOL

YOUR GUIDE TO ME

ACTIVISION
**WARNING** Before playing this game, read the Xbox 360® console, Xbox 360 Kinect®, Sensor, and accessory manuals for important safety and health information.[www.xbox.com/support](http://www.xbox.com/support).

---

**Important Health Warning: 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 with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and 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, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.
Controls

Main Menu
After starting the game and selecting a storage device, there are several options to choose from.

**Continue** – Start from the last checkpoint reached in the game.

**New Game** – Select your difficulty and begin a new game.

**Settings** - Adjust your audio, display, controls settings and reset upgrades.

**Challenges** – Select an arena challenge mode map to play.

**Extras** – View character bios.
**Saving the Game**

At certain points during the game, checkpoints will trigger, saving your progress. Older checkpoints are overwritten by newer ones. When the game is saving, an “Autosave Icon” is displayed at the bottom left of the screen.

---

**Pause Menu**

When pressing START, several options are available in-game.

**Resume Game** – Continue your currently paused game session.

**Restart From Last Checkpoint** – Returns you to the last checkpoint you reached in the current level.

**Restart Chapter** – Returns you to the beginning of the current level.

**Settings** – Adjust your audio and controls settings.

**Quit Game** – Quit the game and return to the Main Menu.

---

Can I use this menu to order tacos?
Heads-Up Display

1. **Health Bar** – When the player takes damage the health bar will deplete. When very low the screen will become increasingly red. Avoid taking damage for a while and health will begin to regenerate.

2. **Combo Counter** – Counts the number of consecutive hits in the current combo. Taking damage resets the counter.

3. **Deadpool Points** – Shows the current amount of Deadpool points you have.

4. **Ranged Weapon** – Shows the current ranged weapons you have selected.

5. **Melee Weapon** – Shows the current melee weapons you have selected.

6. **Momentum Meter** – Shows the current amount of momentum you have stored for each momentum attack you have unlocked.

7. **Gadgets** – Shows the current amount of gadgets you have selected.

---

**Heads-Up Display**

...Just mash a bunch of buttons.

**IF ALL ELSE FAILS...**
CUSTOMER SUPPORT

support.activision.com

Please visit our support site for the most up-to-date information available.

- Custom, personalized support
- Step-by-step Online Warranty Returns
- Get answers and get back in the game

If you cannot find an answer to your issue, please contact us at the phone number below. Please do not contact Customer Support for hints/codes/cheats. All support is handled in English only.

PHONE: (310) 255 2050

For more information, go to:

www.DeadpoolGame.com
www.facebook.com/RealDeadpool

PRO TIP - POWER CORDS SHOULD BE PLUGGED IN!
SOFTWARE LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION PUBLISHING, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors.

This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision’s licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the customer support contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Hack or modify (or attempt to modify or hack) the Program, or create, develop, modify, distribute or use any software programs, in order to gain (or allow others to gain) advantage of this Program in any on-line multiplayer game settings including but not limited to local area network or any other network play or on the internet.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

For customers in North America: Please contact Activision Customer Support for an RMA by telephone at 1-800-225-6588 or via the web at support.activision.com