DEADPOOL

YOUR GUIDE TO ME

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures
- or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

_____

Use and handling of video games to reduce the likelihood of a seizure
- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

_____

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:
Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PS3™ FORMAT DISC:
• Do not bend it, crush it or submerge it in liquids. • Do not leave it in direct sunlight or near a radiator or other source of heat. • Be sure to take an occasional rest break during extended play. • Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

DEADPOOL

NOTICES:

Video output in HD requires cables and an HD- compatible display, both sold separately.

GETTING STARTED

PlayStation®3 system

Starting a game: Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the DEADPOOL disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ system's home menu, and then press the ✖ button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

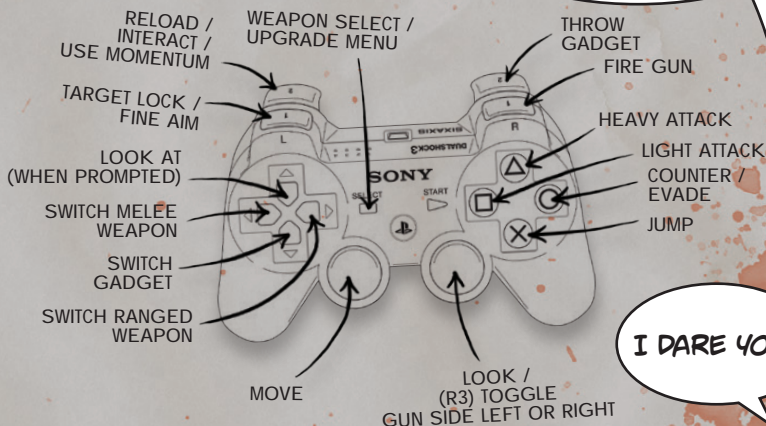**Hint** To remove a disc, touch the eject button after quitting the game.

Trophies: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PlayStation®Network account.

Saved data for PS3™ format software

Saved data for PS3™ format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

CONTROLS

GO AHEAD...
TOUCH MY BUTTONS.

RELOAD /
INTERACT /
USE MOMENTUM

WEAPON SELECT /
UPGRADE MENU

THROW
GADGET

FIRE GUN

TARGET LOCK /
FINE AIM

HEAVY ATTACK

LOOK AT
(WHEN PROMPTED)

LIGHT ATTACK

COUNTER /
EVADE

SWITCH MELEE
WEAPON

SWITCH
GADGET

JUMP

SWITCH RANGED
WEAPON

I DARE YOU!

MOVE

LOOK /
(R3) TOGGLE
GUN SIDE LEFT OR RIGHT

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.

Campaign – 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.

OBJECTIVE
EXPLORE MY APARTMENT.

OPTIONS
RESUME GAME
RESTART FROM LAST CHECKPOINT
RESTART CHAPTER
SETTINGS
QUIT GAME

SELECT   CLOSE MENU

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 the 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 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 Weapons** – Shows the current ranged weapon you have equipped.

5. **Melee Weapons** – Shows the current melee weapon you have equipped.

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.

IF ALL ELSE FAILS...

...JUST MASH A BUNCH OF BUTTONS.

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

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

"PlayStation", "DUALSHOCK" and "SIXAXIS" are registered trademarks and "PS3" and the PlayStation Network logo are trademarks of Sony Computer Entertainment Inc.