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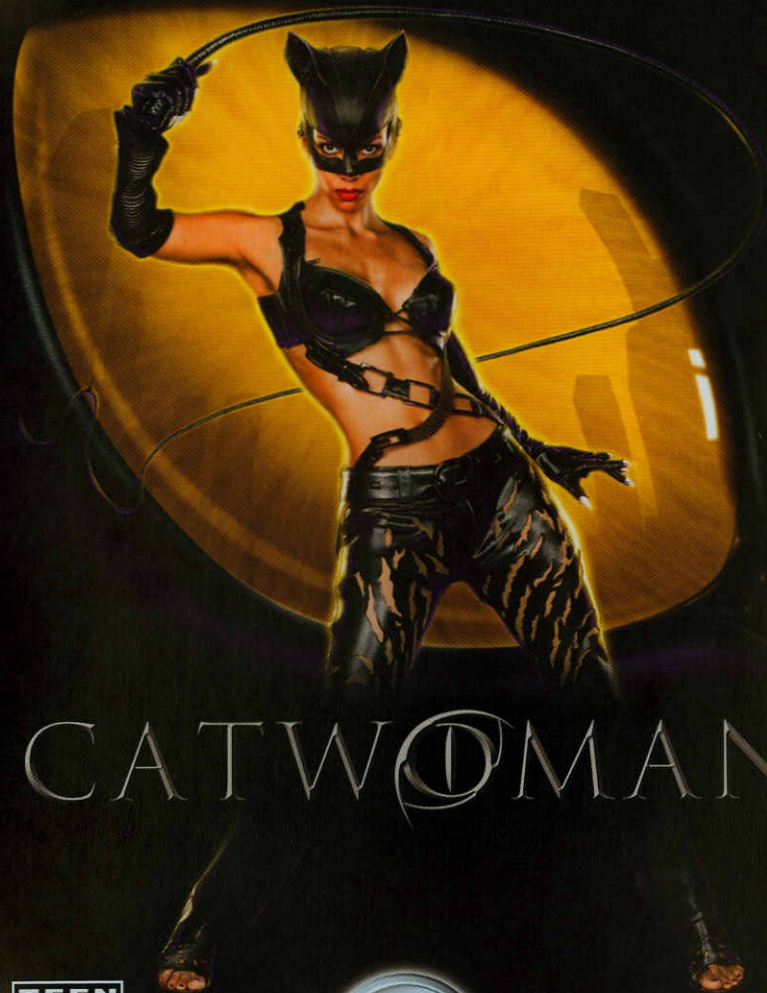
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It's Fast. It's Easy. It's Worth It!



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XBOX



CATWOMAN™



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 further 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 video game system documentation contains important safety and health 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 safely played 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 on your set.

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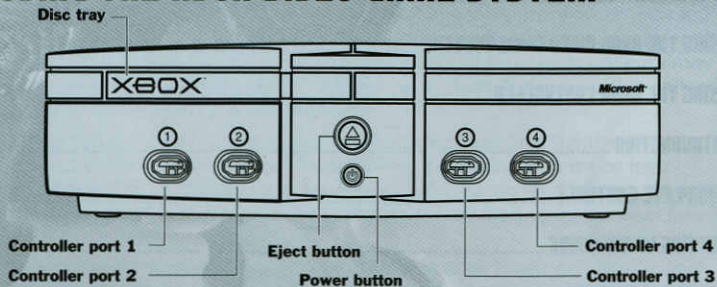
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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USING THE XBOX VIDEO GAME SYSTEM



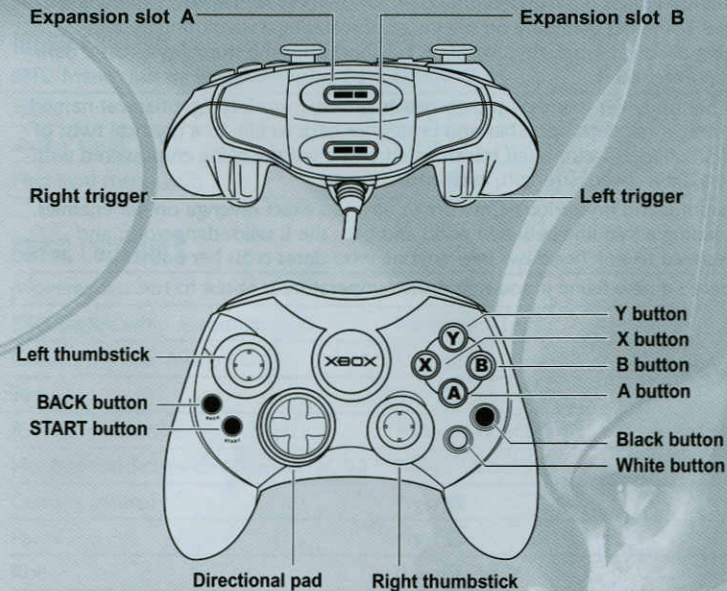
1. Set up your Xbox® video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *Catwoman*™ disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *Catwoman*.

Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER



1. Connect the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, insert additional controllers.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *Catwoman*.

INTRODUCTION

Patience Philips is a shy, sensitive artist who works for Hedare Beauty, a giant cosmetics company on the verge of releasing a revolutionary anti-aging product. Tragically, her life is cut short after she stumbles across a dark corporate secret.

As her body lies washed up on a beach, an otherworldly Egyptian cat named Midnight happens upon her and brings her back to life. In a mystical twist of fate, Patience finds herself transformed into a unique being empowered with the agility, speed, strength, and senses of a cat.

Beautiful and mysterious, Catwoman vows to exact revenge on her enemies. Treading a thin line between good and bad, she is wild, dangerous, and prepared to sink her claws into anyone who dares cross her path.

There's a new feline in town and the temperature is about to rise...

COMPLETE CONTROLS

Master these controls and take charge of this feisty feline.

MENU CONTROLS

NOTE: Menus can be navigated using both **Left Stick** and **Right Stick**.

Select	Press A
Back/Cancel	Press B
Highlight menu item	Press Left Stick

GAME CONTROLS

Movement	Move Left Stick
360-degree whip & combat	Move Right Stick
Crouch/Combat mode	Pull L
Jump	Pull R
Run on all fours	Pull and hold L while moving Left Stick
Hunting mode (see <i>Cat Sense</i> on p. 9.)	Press and hold Y
Camera control	Press Left Stick
Pause	Press Start
Roll	Pull L + R

MOVES AVAILABLE TO BUY

Taunt	Press B
Pose	Press A
Domination mode toggle	Press Left Stick

SETTING UP THE GAME

MAIN MENU

At the title screen, press **A** to bring up the Main menu. This is where the adventure begins.

NEW GAME

To begin Catwoman's adventure, highlight **NEW GAME** and press **A** to advance to the save location screen. Move **Left** to highlight a save location on the Xbox hard disk to save your progress to, then press **A** to confirm your choice and start the game.

CONTINUE GAME

Highlight and press **A** to load a previously saved game.

OPTIONS

Highlight and press **A** to access a list of options:

NOTE: Default options are marked in bold in this manual.

Visual Options

SCREEN BRIGHTNESS Move **Left** to adjust the screen brightness.

Game Options

SUBTITLES Turn **ON** or **OFF**.

VIBRATION Turn **ON** or **OFF**.

CAMERA LOOK Choose between **NORMAL** and **REVERSED**.

CAMERA ROTATION Choose between **NORMAL** and **REVERSED**.

LOAD GAME Continue a previous game.

COMIC

Highlight and press **A** to take a look at the comic (see *Comic* on p. 11).

PLAYING THE GAME

Catwoman is sleek, sophisticated, and knows how to move. Master her skills and watch her dominate her environment.

GAME SCREEN



OBJECTIVES AND SCORING

Objectives are displayed at the beginning of each scene. They contain a number of moves Catwoman needs to perform in order to achieve 100% success. At the end of each scene, the score converts into diamonds that can be used to purchase new abilities. Every 1000 points converts into one diamond.

To bring up the Objectives at any time, press **Start** to pause the game then move **Left** to highlight **SCENE OBJECTIVES**. The Objectives are as follows:

Wild Cat Moves

Use the scenery to knock a bad guy out of the fight – breakable scenery, dumpsters, balconies, and windows are a few examples. See *Enemies* on p. 8. Kick enemies into each other.

Throw an item with the whip and hit an enemy with it.

Scaredy Cat Moves

Attack a scared enemy.

Alley Cat Moves

Get through an area using Catwoman's feline agility.

Pussycat Moves

Successfully execute a domination move (pose or taunt).

Roughing it up with the bad guys and fulfilling objectives increases your score. When Catwoman performs a move that adds to your score, its name appears on screen.

NOTE: When an objective is performed, its name appears on screen.

MOVES

STRIKE

Hit a foe with a kick or whip butt.

RAPID STRIKE

Hit two different bad guys in quick succession.

CUT OFF

Whip the radio out of an enemy's hand.

DISMARRED

Whip the gun out of a foe's hand.

EVADE

Dodge a bullet.

FLIPPED

Execute a backwards kick while a bad guy is grappled.

WILD CAT MOVES

EJECTED

Knock a foe through an exit.

TRASHED

Knock a foe into a breakable part of the scene.

DOMINO

Knock a foe into another NPC.

THWACK

Throw an object with the whip and hit a bad guy with it.

DROPPED

Knock a foe over a balcony.

PUSSYCAT MOVES

TAUNT ATTACK

Complete the Taunt move successfully.

POSE ATTACK

Complete the Pose move successfully.

ALLEY CAT MOVES

AGILITY

Complete an Alley Cat move successfully.

Once an Objective has been displayed, its name slowly fades. If Catwoman performs another Objective before the text disappears, the normal score for that move is multiplied. eg. Wild Cat x2. A message confirms when Catwoman is successful in meeting her Scene Objectives.

NOTE: Catwoman can only chain together similar moves, so performing an Alley Cat or Pussycat move when there is a Wild Cat x4 on the screen still only results in an Alley Cat or Pussycat move. Wild Cat and Scaredy Cat moves are interchangeable, so performing a Scaredy Cat move when there is a Wild Cat x4 on the screen results in a Scaredy Cat x5 and vice versa.

ENEMIES

Enemies can be temporarily stunned but they always get up and come back for more. Catwoman can show them who is really in charge by overpowering them and kicking them into traps such as crates. Once they are caught, there is no escape.

FIGHTING

Catwoman can unleash a flurry of stylish, fluid Capoeira moves upon enemies. To attack foes with her unique combat skills, pull and hold **L** to crouch and move **W** to kick.



CLIMBING

To climb, crouch (pull and hold **L**) at the base of a wall and move **L** towards it, or jump onto it when running upright. When Catwoman cannot climb any higher, she slips slowly down.

To jump off the wall or gate, move **L** ↓ and pull **R**.

To jump to an opposite wall and continue climbing, pull **R**.

NOTE: Catwoman cannot run up a slippery surface, such as sheet metal or glass.

WHIP

Catwoman dominates her environment with her 360-degree whip (move **W**), giving her complete control and the edge over her opponents. She can crack her whip, attack her enemies, and pick up and throw items.

NOTE: Look out for other whip abilities that you can purchase later in the game.



POLE JUMPING

Jump onto a pole by pulling **R**. When hanging, pull **L** to swing and pull **R** to jump off. Release **L** to stop swinging. When hanging, move **L** ↓ to drop off, move **L** ↑ to jump onto the pole, or move **L** → to turn around.

Catwoman can also combine these slick moves with the whip. To jump onto a pole directly above the one Catwoman is on, stop swinging, climb on top, jump, then whip by moving **W** ↑ to grab hold of the pole above her. When she is hanging from her whip, move **L** ↑ to make her climb it and hang from the pole.

CAT SENSE

Catwoman has unique abilities that allow her to be in-tune with her surroundings. Cat Sense increases her awareness of her environment, giving her the intuition of a cat, and heightening her senses to super-human levels.

To trigger Cat Sense, press and hold **Y** to go into Hunting mode, and move **L** to look around. If there is important information nearby, Catwoman picks it up with her Cat Sense.

As she looks around, hidden or remote targets such as enemies or objects are revealed. The closer the target is to Catwoman, the clearer it appears. Scent trails and Midnight's paw prints can also help guide Catwoman.

HUNTING THE WEAKEST PREY

If Catwoman is surrounded, press and hold **Y** to go into Hunting mode and quickly identify the weakest foe to attack (spot him by his yellow glow). This is only available when the Smell Fear ability has been purchased.

MIDNIGHT THE CAT

If Catwoman comes across this little feline, she's in luck. When she finds him, he gives her nine lives so she can be resurrected on the spot if she runs out of energy. When Catwoman's in close proximity to Midnight, she can use Hunting mode to hear him meowing.

NOTE: Midnight's paw prints and scent trails can also help guide Catwoman.

DOMINATION BAR

The Domination Bar represents Catwoman's health and power levels. When she is attacked, the Domination Bar depletes. The amount it decreases depends on the strength of the attack.

The Domination Bar increases every time the score hits a milestone (every 5000 points).

If the Domination Bar reaches 100%, it flashes to indicate that you can trigger Domination mode by pressing **○**. When Domination mode is activated, Catwoman's abilities are enhanced for a limited time. The strength and speed of her fighting skills become deadlier in this mode, giving her the chance to attack her enemies more easily.

NOTE: You can deactivate Domination mode by pressing **○** again.

END OF SCENE STATISTICS

When you complete a scene, statistics are displayed and your progress is scored. The Current score, Previous Best, and points awarded also appear. The score is then converted into diamonds so you can buy new moves.

SCENE OBJECTIVES Details how Catwoman performed against the objectives set at the beginning of each scene.

COMBAT BONUS Shows how much she used the environment when fighting.

MIDNIGHT BONUS Shows whether she has discovered Midnight in the scene and how many times he has helped her out.

BLING FRAGMENTS Shows how many pieces of 'bling' she has picked up. These particular treasures boost the points total for the scene.

SCENE SCORE Displays the score in the current scene. Every 1000 points converts into one diamond.

Choose CONTINUE to go on to the next scene, or REPLAY SCENE to repeat the scene and try to improve upon your previous score. If you beat your previous high score, you are rewarded with more diamonds.

Choose DETAILED STATISTICS to see a breakdown of your scores. Move **○** \leftrightarrow to toggle between each category.

PURCHASING MOVES AND ABILITIES

The Purchase screen allows you to buy new moves and abilities for Catwoman using the diamonds earned through the scenes. These include new whip skills, enhanced Cat Sense abilities, Domination mode, and even new combat moves.

On this screen, a green diamond means that you can afford the ability, a red one means you cannot afford it yet, and a white diamond means you have already bought it.

REWARD SCREEN

At the end of each scene, you are informed of any comic book items you have unlocked. These can be moves that you have learned in the scene, or other bonus items. Go to the Comic screen to view these new items.

COMIC

This is the place where you can find out how to use all those great new moves and abilities. Access the Comic screen at the Main menu and highlight the choices by moving **○** \leftrightarrow . Press **A** to select a feature.

CAT BASICS Shows basic moves and how to control the game (e.g. Camera).

FELINE AGILITY Displays all of the feisty feline's cat-like moves.

CAT FIGHTING Shows all of Catwoman's amazing combat moves.

FELINE SPECIALITIES Shows all the movements and abilities available to buy.

GALLERY Review the concept art behind the game.

VAULT Discover the secret code to unlock the 'Special Edition' extras in the game.

CREDITS Take a look at who made the game.

IN-GAME OPTIONS

To bring up a selection of options in-game (see *Options* on p. 6), press **○**. To toggle between each option move **○** \leftrightarrow . Press **A** or **○** to select an option and press **B** to go back.

HINTS AND TIPS

- To dodge bullets, Catwoman can roll out of the way. To roll, pull **L** + **R**.
- Got the hang of climbing? To get to those out-of-reach places, Catwoman can jump from one wall to another.

SAVING AND LOADING

To save a game, choose one of the save slots (Cat Eyes) and save onto the hard disk. You can automatically update the saved game as you progress. Move **○** \leftrightarrow and select YES or NO.

At the Main Menu, choose CONTINUE GAME to continue a previous saved game. To load different save games, select Options from the Main menu, then Game Options and LOAD GAME.

To save a game during the middle of gameplay, press **○** to pause the game and select SAVE GAME. This saves the game status at the last Checkpoint Catwoman has passed.

NOTE: Catwoman is alerted to a Checkpoint every time she goes through one.

LIMITED 90-DAY WARRANTY

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Phone: (650) 628-1900

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Catwoman
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