

**! WARNING** Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see [www.xbox.com/support](http://www.xbox.com/support) or call Xbox Customer Support.

### 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; 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.

### ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit [www.ESRB.org](http://www.ESRB.org)

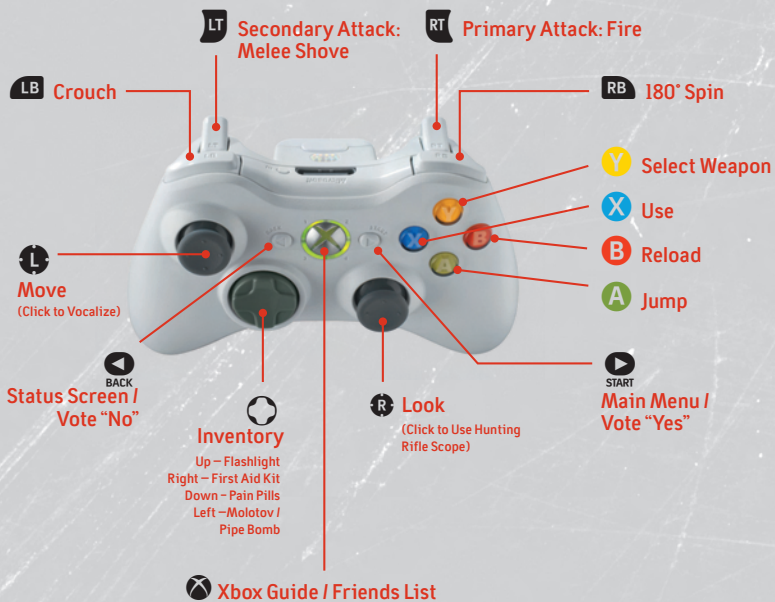
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# Basic Controls

To modify the default controls, go to the MAIN MENU, select OPTIONS, then CONTROLLER to make your changes.

## Survivor Controls



## Infected Controls



## Survivor Heads-up Display (HUD)

Your HUD is a moment-to-moment barometer of your ammo, health and the health of your team.



### Attack

- 1 **Crosshairs** – Your point of aim when firing a weapon and the target when melee shoving.
- 2 **Active Weapon** – Your currently selected weapon.
- 3 **Ammunition Meter** – Your current weapon's ammo and reserve ammo.
- 4 **Reserve Pistol** – All Survivors are equipped with a single pistol with unlimited ammunition as a default weapon.

### Inventory

- 5 **Flashlight** – When the flashlight icon is unlit, the flashlight is off.
- 6 **Molotov/Pipe Bomb** – You can keep one of these two items in your inventory, but not both. (You can also swap them out.) When this icon is unlit, you do not have either item in your inventory.
- 7 **First Aid Kit** – When the first aid kit icon is unlit, you do not have it in your inventory.
- 8 **Pain Pills** – When the pain pill icon is unlit, you do not have it in your inventory.

### Health

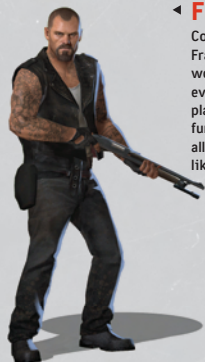
- 9 **Health Meter** – Your vital signs.
- 10 **Temp Health Meter** – Pain pills give you a temporary health boost. This bar will shorten over time.
- 11 **Teammate Health** – An at-a-glance overview of your team's condition.

### Situational

- 12 **Teammate Status** – Shows you which of your teammates are currently idle.
- 13 **Event Panel** – A play-by-play of your team's accomplishments.
- 14 **Damage Indicator** – Red directional marker near center of the screen indicating which direction damage is coming from.
- 15 **Survivor Halo** – The location of your teammates.

## Survivors

All Survivors possess the same abilities and speed. However, your in-game personality will vary depending on which character you play.



### Francis

Cocky, loud, and pretty sure he's indestructible, Francis acts like the zombie apocalypse is the world's biggest bar fight. When the virus hit, everybody else stockpiled food and looked for a place to hide. Francis found a gun and had some fun. No cops, no laws, no order—if it wasn't for all the zombies, he could almost get used to life like this.

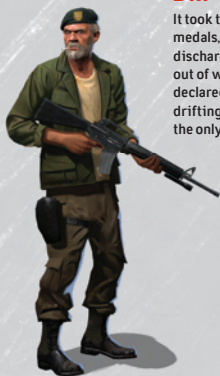
### Louis

Louis had been working up the courage to quit his job as Junior Systems Analyst at his company's IT department when a virus showed up and downsized the world. Now Louis has a new set of goals (live long enough to succeed) and a new set of tools (guns, sharp objects) to help him achieve them. With any luck, he'll figure out how the new management operates before they get a chance to murder him.



### Bill

It took two eventful tours in Vietnam, a handful of medals, a knee full of shrapnel, and an honorable discharge before the unthinkable happened: Bill ran out of wars. But now an army of infected undead has declared war on humanity. After decades of aimless drifting and dead-end jobs, Bill's finally gotten back the only thing he ever wanted: An enemy to fight.



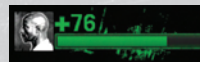
### Zoey

After spending her first semester holed up in a dorm room watching old horror movies, Zoey was given a choice: Stop fooling around and get her grades up, or drop out. Now that the planet's overrun with murderous zombies, and all of her professors are dead, Zoey at least has the cold comfort that she's been studying up on the right subject after all.

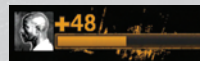


## Survivor Health

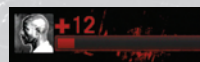
### Your Health Bar



**Healthy**  
51%-100%



**Hurt**  
16%-50%



**Near Death**  
0%-15%

### Staying Healthy



**First Aid Kits**  
Heals 80% of your injuries

First aid kits are most frequently found in safe rooms. You can use a kit immediately or take it with you for later. You can also use first aid kits to heal teammates.



**Pain Pills**  
Temporary 50% health boost

Pain pills are found throughout the game environments, and provide a great temporary boost to your Survivor's health, or the health of a fellow Survivor (you can give pain pills to teammates). Over time, though, this boost will disappear. Pain pills can be essential to getting through a difficult area, but they aren't a substitute for first aid.

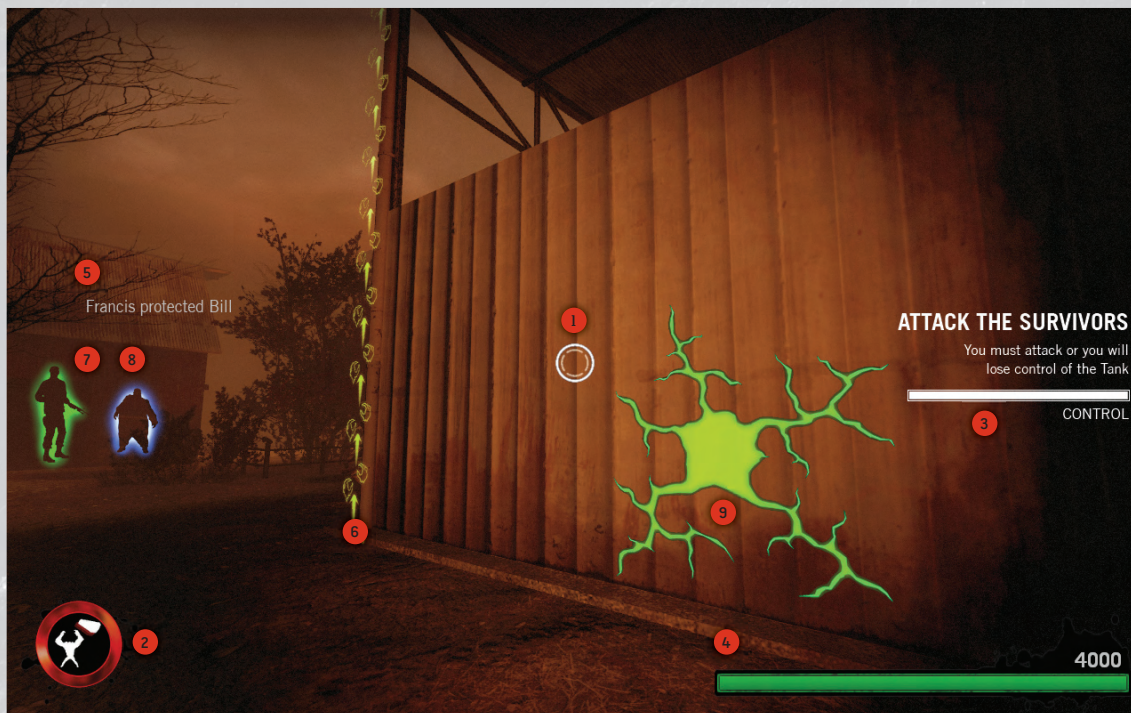
### Getting Incapped



When your health drops to zero, you'll be incapacitated (immobilized on the ground) until a teammate revives you. While incapped, you will have a "bleed out" Health Bar that will slowly count down. If no teammates come to revive you, you will die.

When you are revived, you are given a temporary health boost of 30 that counts down to 1. If you do not receive any first aid and are incapped again, teammates can only revive you twice. The third time you are incapped, you will die. Healing with first aid resets the number of teammate revivals you can receive.

## Infected Heads-Up Display (HUD)



### Attack

- 1 **Crosshairs** – Your point of aim for short-to-long-range primary attacks and short-range secondary attacks.
- 2 **Ability Timer** – Duration before you can use Primary Attack again.
- 3 **Frustration Meter (TANK ONLY)** – If you do not attack as a Tank for an extended period of time, control of this character will be taken away from you.

### Health

- 4 **Health Meter** – Your vital signs.

### Situational

- 5 **Event Panel** – A play-by-play of your team's accomplishments.
- 6 **Glowing Handprints** – Use these to scale buildings and cliff faces for a better vantage point.
- 7 **Survivor Halo** – An at-a-glance overview of your opponents' condition.  
**Green:** In good health (51%-100%).  
**Orange:** Hurt (16%-50%).  
**Red:** Close to death (0%-15%).  
**Purple:** This Survivor has been vomited on and is currently attracting the horde.
- 8 **Infected Halo** – The location of your Infected teammates.
- 9 **Zombie-Breakable Walls** – These walls, marked by glowing cracks, can be broken by Tanks or repeated attacks by groups of zombies.

## Non-Playable Infected

### The Horde ▶

Meet the zombie horde: eerily fast, sensitive to loud noises and movement, and able to attack in ravenous waves. Luckily, you'll be given helpful warnings throughout the game to avoid horde attacks.



**Car Alarms** – When shot at or jumped on, some cars emit a high-pitched wail that will enrage any Infected within earshot. You'll be given warnings which cars to steer clear of.



**Boomer Bile** – If there's one thing an Infected can't resist, it's fresh Boomer puke. If a Boomer vomits or explodes bile on you, it will attract the horde.



**Crescendo Events** – At certain key areas in the game, you and your fellow Survivors will reach an impassable area that can only be breached by doing something attention-getting that will summon a horde of Infected.

These are called Crescendo Events. While they can't be avoided, the horde won't attack until you trigger the event. This lets you strategize beforehand, stocking up on ammo and digging in.



### ◀ The Witch

Witches only want to be left alone so they can enjoy a good cry. They hate flashlights and loud noises, but what they hate more than anything is being shot at. If you hear the Witch's tell tale sobs, turn off your flashlights and try to sneak around her. If she starts to get angry, her growl will let you know she's close to attacking.



## Playable Infected

### The Boomer ▶

**RT** Primary Attack: Vomit (*Short-to-Medium Range*)

**LT** Secondary Attack: Claw (*Short Range*)

- The fat, slow Boomer vomits a thick bile with two side effects: It blinds Survivors, and it attracts hordes of Infected.
- When Boomers are killed, they explode, showering bile on anyone nearby. Get close to Survivors when attacking. Even if you miss, they might not.



### ◀ The Hunter

**RT** Primary Attack: Pounce (*Short-to-Long Range While Crouching*)

**LT** Secondary Attack: Claw (*Short Range*)

- As a Hunter, you need to be crouching to initiate your pounce attack.
- Hunters can inflict initial damage to Survivors if they pounce from a distance. Short range pounces inflict no initial damage.
- Once you have pounced a Survivor, they are helpless until another Survivor knocks or shoots you off of them.
- Pouncing a Survivor makes nearby Survivors stumble away. Pounce into a tight Survivor group to break it up.



### The Smoker ▶

**RT** Primary Attack: Tongue Snare (*Medium-to-Long Range*)

**LT** Secondary Attack: Claw (*Short Range*)

- Smokers work best from an out-of-sight vantage point. The greater the distance of a Tongue Snare, the less likely you'll be shot before you can drag in your prey.
- Ensnares Survivors from rooftops leaves them helpless and hanging—perfect targets for a pounce or vomit attack from a teammate.



### ◀ The Tank

**RT** Primary Attack: Punch (*Short Range*)

**LT** Secondary Attack: Throw (*Short-to-Long Range*)

- Mutated through infection, the Tank's only strategy is brute force. Find the Survivors. Pummel them to death. Repeat.
- The Frustration Meter tracks your level of aggression. If you stop actively attacking survivors for an extended period of time, you will lose control of the Tank.
- Healthy Survivors can run slightly faster than you. Try to trap them in tight areas, or use a thrown chunk of concrete to stun them.



# Playing the Game

## Getting Started

### Signing In

Upon launching Left 4 Dead, you will be asked to sign in with your Xbox LIVE gamertag. Xbox will let you play Left 4 Dead with or against other players online. For more information on how to become an Xbox LIVE member, turn to page 20.

You can also sign in as a Guest.

### Jump Right In

Pressing **X** at any time while in the MAIN MENU will take you to a list of friends who are currently playing Left 4 Dead. From here, you can easily join a friend's in-progress game, or contact friends to coordinate a game together.

## Main Menu

From the MAIN MENU, you can choose from three game modes:

### Campaign

Left 4 Dead's campaigns boast four unique environments that you and your friends can escape through in your attempts to get rescued. Each campaign is composed of five chapters, climaxing in a frantically-paced finale that presses you to dig in and survive until rescue arrives.

### Versus

Play as one of four human Survivors trying to get rescued—or as one of four unique Infected classes to make sure they don't. Versus Mode assumes you've mastered the cooperative game mode. We recommend you beat at least one Campaign before playing Versus.

### Single Player

Play a solo campaign with computer-controlled teammates, or a single-console splitscreen campaign with a friend. Select OPTIONS in the MAIN MENU to enable splitscreen.



## Game Types

CAMPAIGN MODE and VERSUS MODE both offer three distinct game types to select from:

### Quick Match

Quick Match will automatically find you an in-play or just-starting game that best suits your skill level, experience and progress through the game's four campaigns. This selection takes you to a PUBLIC GAME by default.

### Xbox LIVE Custom Match

Find an active public game to join that matches your preferences. This selection will take you to a GAME SETTINGS screen that will let you choose a difficulty and a campaign. You can then select a GAME IN PROGRESS, or GAME LOBBY to start your own.

### Play With Friends

Join a game with friends online, or create a game and invite others to play. Choosing this option will take you to a GAMES FOUND screen, where you can start a FRIENDS-ONLY LOBBY or choose from a list of friends' games that you can join. You can also start or join a SYSTEM LINK game, networking with other local area consoles.

## Options and Extras

### Achievements

Keep track of earned Xbox achievements that will be stored and displayed in your gamer profile, and check on the progress you're making at earning others.

### Options

*Audio/Video* – Manage your preferred settings, including: brightness, color mode, film grain amount, splitscreen direction, game volume, music volume and closed captioning.

*Controller* – Choose your preferred controller button layout, stick layout, controller sensitivity, look type and crouch preference.

*Storage* – Select a storage device to save preferences, settings and game progress.

*Enable Splitscreen* – Enabling Splitscreen allows you to activate a second Xbox controller so that two people can play from the same console.

### Extras

View the game credits or enable developer commentary to hear how the game was made.

## Lobbies

### Lobby Groups

#### Friends-Only Lobbies

Friends-Only Lobbies are closed games that can only be played by you and people in your Xbox 360 friends list.

#### Private Lobbies

Private Lobbies are closed games that can only be played by you and people you have specifically invited.

#### Public Lobbies

Public Lobbies can be joined by anyone.

#### System Link Lobbies

System Link Lobbies can be joined by anyone linked up for console-to-console play.

### Lobby Options

When you create a Lobby you become its Lobby Leader. Some Lobby Options are only available to Lobby Leaders.

#### Edit Game Settings

Alter the difficulty level, pick a campaign to play and jump to different chapters in a campaign. (In Single Player mode, you can also choose a character to play.)

#### Invite Friends

Invite members of your Xbox 360 friends list to join you for a game.

#### Choose Character

Pick one of the four Survivors to play as or, if in Versus Mode, choose to play as one of the Survivors or on the Infected team. (Infected characters cannot be chosen—they are randomly selected.)

#### Start Game

Initiate the campaign with the currently selected settings and preferences.

## In-Game Menu

Pressing the START button at any time during a campaign brings up an IN-GAME MENU that lets you switch preferences, change your controls and invite others to play.

#### Return to Game

Leave the IN-GAME MENU and re-enter the game in progress.

#### Take a Break

Get away for a minute without making your friends wait around for you to come back. A computer-controlled player will automatically take your place. The character will be reserved for you until you can get back in and play.

#### Call a Vote

Calling a Vote lets you and your friends make decisions as a team, from restarting the campaign you're currently playing, to changing the level of difficulty, to returning to the lobby to start a new campaign entirely. You can also vote to kick disruptive players from the game.

#### Invite a Friend

Ask members of your friends list who are currently online to replace a computer-controlled player when playing on Xbox LIVE.

#### Achievements

Keep track of earned Xbox achievements that will be stored and displayed in your gamer profile, and check on the progress you're making at earning others.

#### Options

Manage your preferences, settings and controls.

# Credits

VALVE®

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*Zoey*

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*Francis*

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Fred Tatasciore  
*Infected sounds*

Dennis Bateman  
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John Lowrie  
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David Scully  
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Akella

Thanks to the following for the use of their faces:  
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Bernard Fouquet  
Sonja Kinski  
Taylor Knox

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House Of Moves  
Certain Affinity



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# Xbox LIVE®

Play anyone and everyone, anytime, anywhere on Xbox LIVE. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution. Play against other players on Xbox LIVE.

## Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member.

For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to [www.xbox.com/live/countries](http://www.xbox.com/live/countries).

## Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. And now, LIVE Family Settings and Windows Vista Parental Controls work better together. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the LIVE service. And set time limits on how long they can play. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).