
Follow Kane & Lynch and IO Interactive on Twitter and Facebook.
WARNING Before playing this game, read the Xbox 360® console instructions, KINECT sensor manual, and any other peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement hardware manuals, go to www.xbox.com/support or call Xbox Customer Support.

For additional safety information, see the inside back cover.

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.
Kane & Lynch are in China delving into the grit and grime of Shanghai’s criminal underworld. After a simple job goes wrong, they find themselves wanted by every lawless thug in the city, and despite their differences, they have to rely on each other for back-up.

Once together, they set off a chain of devastating events over a period of two days. As things rapidly start to fall apart, Kane and Lynch face the consequences of their actions the hard way.
MAIN MENU

STORY MODE
Start a single player campaign, a split-screen CO-OP campaign, or test your skills with an Xbox LIVE CO-OP game.

ARCADE MODE
An offline single-player arcade version of the Fragile Alliance Multiplayer game.

MULTIPLAYER MODE
Play multiplayer in Fragile Alliance, Undercover Cop or Cops & Robbers game modes. Connect to Xbox LIVE, get acquainted with the Game Rules and see your Stats.

ACHIEVEMENTS
Track your progress.

OPTIONS
Set your preferences for Video, Audio, Controls and Layout.
Select your Save device and view game Credits.
Enable the ‘steady-cam’ effect.

Xbox LIVE
Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

Connecting
Before you can use Xbox LIVE, connect your Xbox 360 console to a highspeed 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.

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. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

IN-GAME DISPLAY

1. DAMAGE INDICATOR
Shows from which direction you’re under fire.

2. INVENTORY
Shows your primary and secondary weapon.

3. CROSS HAIRS
Expand and narrow depending on whether you’re running or not.

4. USE ICON
Appears when you can pick up a gun or an object.

5. ON-SCREEN BLOOD
Splatters the lens when you’ve been hit.
MAIN CHARACTERS

LYNCH
In the eyes of the world Lynch is a lunatic. However, if you ask Lynch he'll give you a different story. According to him, he's "in control" of his situation. He has a new life, an easy job and a patient loving girlfriend. After escaping death row for the murder of his wife, he's found his feet in Shanghai — a city that has opened its doors to the seductive capitalism of the West — and he's right there taking advantage of it. He's making money and is about to make a big fat deal where the pay is beyond his wildest dreams. Nothing and nobody is about to get in his way.

KANE
Kane is a tragic and disillusioned figure. He is carrying a lot of remorse after the death of his wife and son and, still estranged from his daughter, he doesn't have much to live for. Kane's relationship to Lynch has gone sour and partnering up again is the last thing he needs. That is, until Lynch tracks him down with an offer he can't refuse.

GLAZER
A small time has-been who couldn't hack it back in London. Shanghai seems a much better place for him. Here, he is the big-shot he always wanted to be; doing business on either side of the law and using his imported gang of thugs to get ahead. When he met Lynch by chance, he immediately saw his potential and hired him as his main collector. Glazer is paranoid man who trusts no one, but do your job and he'll take good care of you.

XIU
Xiu fell for Lynch for the simplest of reasons — because he was kind to her. He was a gentleman and she has genuine feelings for him. She knows that Lynch is mixed up in an unsavory business but she doesn't know exactly what he does, or what he has done for that matter. As long as Lynch believes that she loves him and looks after her, nothing else matters.

MULTIPLAYER CHARACTERS

THE EX-PATS
A motley crew of thugs, they all have a different reason for being in Shanghai. Some came from a criminal background, while others were forced into it. But one thing they have in common is they are desperate, which makes them very dangerous men. Though they never do any planning themselves, they will execute any heist, no matter how dangerous, as long as the money's right. Tactics are not their forte — aggression and brute force are. They are the kind of guys that get pulled in when the boss needs a job to be done in a hurry. They are perfect for that because they are either without family or without morals. They're all about getting the job done.

ARCADE MODE
A single player offline Fragile Alliance mode. Players are part of an alliance of criminals on a heist, and are paid if they survive to the end of the round and escape. Players continue as long as they survive with 3 lives, with levels becoming progressively more difficult.
MULTIPLAYER MODES

FRAGILE ALLIANCE
A Game of Greed, Betrayal and Revenge.
Get in, steal the loot, and get out in 4 minutes. Trust no one.
All players start together as an alliance of criminals that have to pull off a heist.
The winner of Fragile Alliance is the player that leaves the heist with the most money.
All surviving criminals in the alliance share their score. But when greed takes over, the alliance breaks. Traitors do not share with anyone, but are shown with a yellow card and are fighting alone with a reward on their head. It’s not about if you become a traitor, but when.
Players who die will respawn as a Cop, trying to prevent the heist with a reward for retrieving the loot, and a reward for taking revenge on their killer. Surviving Cops share 10% of the total recovered loot.
Only with eyes in the back of your head can you keep the cash long enough to spend it.
Up to 8 players.

UNDERCOVER COP
Undercover Cop adds an extra layer of paranoia to Fragile Alliance multiplayer.
An Undercover Cop, chosen at random, has infiltrated the alliance. To receive a reward, the Undercover Cop must stop the heist and prevent any criminals from escaping, while acting like a member of the gang. If the Undercover Cop survives, they receive 10% of the total recovered loot.
Up to 8 players.

COPS & ROBBERS
In team-based Cops & Robbers, the Robbers try to steal the loot and escape, the Cops try to retrieve the loot and protect it. The winning team is the one that ends the session with the most money in total. Players stay in the same team for the entire game but teams change sides each round.
Up to 12 players.

Visit www.KaneandLynch.com for information on Multiplayer game modes, Game Stats and leaderboards

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Special Thanks to Hammer Creative, JVST, CCCP, and Visionworks
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