



CALL OF JUAREZ

BOUND IN BLOOD

WARNING: READ BEFORE PLAYING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a computer screen, or while playing video games, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you, or anyone in your family, have an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video or computer game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

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GETTING STARTED

Installation

Installing Call of Juarez®: Bound in Blood

To install Call of Juarez®: Bound in Blood, insert the DVD into your computer and select Install from the Startup screen. Follow the on-screen instructions to install the game on your computer.

After successful installation, you can run the game in one of the following ways:

1. Double-click the left mouse button on the Play Call of Juarez®: Bound in Blood icon on your computer desktop if you selected this option during installation; or
2. After you insert the Call of Juarez®: Bound in Blood DVD into the drive, the startup program should run automatically. In this case, choose the Play option; or
3. With Windows XP™ click the **Start** button, choose **Programs** then **Ubisoft** then **Call of Juarez®: Bound in Blood** and then select the **Call of Juarez®: Bound in Blood** icon

Quick Start

After launching Call of Juarez®: Bound in Blood, you have to create a player profile.

Click the "create a new player profile" button

Choose your name and a password (optional) then click the "Create" button.

Select your profile name and click on the Log-in button to log your profile.

You are ready to start the game !

Multiplayer

The profile you have previously created is only local.

In order to play a multiplayer game online, you need to upgrade your local profile to Internet Profile.

To upgrade your local profile, choose "internet" option in the multiplayer menu.

You have to enter the serial number located on the front of the manual and a valid email address.

Note that you must include the dashes but shouldn't use spaces. (see example below)

Ex: XXXXX-XXXXX-XXXXX-XXXXX-XXXXX

To start a new game, click on the Single-Player button, then choose the Story mode and a difficulty level. The game tutorial consisting of the first 2 episodes helps you get familiar with basic game features such as control settings and actions.

- The movement keys are W (forward), S (backward), A (strafe left), and D (strafe right). You can look around by moving your mouse.
- The locations of your objectives during the missions are shown by the star indicator visible on the screen. To check your objectives, press the O key. To see a log of dialogues and hints press the L key.
- Use the left mouse button (LMB) and right mouse button (RMB) to shoot. For weapons held in two hands and while carrying one weapon, use RMB to aim instead of shoot.
- Use the Action button (F key) to pick up objects, use devices, mount horses, and more.
- Use the F5 and F8 keys to quickly save and load your game.

For more information regarding the game controls, please see the next section.

GAME CONTROLS

The controller layout can be changed by accessing key bindings in the Options menu, under Controls.

Default Keyboard Preset

Forward	W
Backward	S
Strafe left	A
Strafe right	D
Run	Shift
Duck	Ctrl
Jump	Space Bar
Focus	X
Switch to Concentration Mode	Z
Action	F
Reload	R
Fire left or fire a two handed weapon or bow	Left Mouse Button
Fire right or Aim when carrying a single weapon or a two handed weapon.	Right Mouse Button
Select pistol left	1
Select pistol right	2
Select two pistols/bows	3
Select rifle	4
Select dynamite/ Throwing knives	5
Select lasso	6
Next weapon	Wheel Up
Previous weapon	Wheel Down
Weapon selection	Middle Mouse Button
Show objectives	O
Show logs	L
Quick Save	F5
Quick Load	F8
Multiplayer results	Tab
Net say	Y
Net say team	U
Net change team/class	T

INTRODUCTION

After the Civil War, before the frontier was tamed, the West was a wild no-man's-land – full of outlaws, bounty hunters, and hired killers. In this lawless and savage place, the McCall brothers will seek their fortune. They fought at Gettysburg and Shiloh and saw man's inhumanity to man firsthand. Ray, the oldest, has a hair-trigger temper and is faster with a gun than anyone alive. Thomas has a way with the ladies, but is just as dangerous and almost as fast. William, the youngest, is a man of faith who fears for his brothers' immortal souls.

Take part in an epic Western tale of greed and honour, jealousy and betrayal, violence and redemption.

PLAYABLE CHARACTERS

Before the mission you can choose one of the characters available in the game.



Ray McCall

As the firstborn son of a Georgia plantation owner, Ray was made by his father to set an example for his siblings. Growing up on a pedestal, constantly the centre of attention, Ray thinks of no one as an authoritative figure. The only true value he was taught is family.

Ray is stronger and can kick and carry heavy objects. He wears armour that protects his chest from bullets, can shoot from two revolvers simultaneously and use the dynamite.

Thomas McCall

The second son of the Georgia plantation owner, Thomas is always in the shadow of his older brother. Although he was taught family values at home, he became a loner.

Thomas is very agile – he can climb obstacles, use the lasso to get on top of buildings, and use a bow and throwing knives.

Depending on the character selection, the mission progresses in a slightly different way. Either of the brothers has to use his specific traits and skills or, when separated for a while, find his own way of reaching the goal. On many occasions the brothers have to cooperate to progress through the level: Thomas helping his brother up the obstacle having climbed it himself, Ray kicking out the door, clearing the way for both of them. At other times, the brothers fire at the enemy together using the joint Concentration Mode rather than single instances. Spots intended for joint actions are indicated by red markers on the ground.



MAIN MENU

Single-Player

Story Mode: Start a new game or continue from the last saved game. Before you start a new Story Mode: Start a new game or continue from the last saved game. Before you start a new game choose from one of three difficulty levels – easy, medium, or hard. Remember that you can also start the game from any level that you managed to reach the last time.

Secrets: Browse through secret photographs and sketches that you found while playing.

Personal Stats: Your statistics: time spent playing, accuracy, etc.

Load: Load a previously saved game.

Multiplayer

From this menu you can host or join a match using Internet or LAN.

Internet

Quick Game: Automatically find and join an existing Internet match. No further settings are required.

Custom Game: Select the type of match you want to find and play. You can sort out available servers depending on your preferences.

Create a Game: Customize any number of conditions while acting as a host. After choosing the settings, start a game as the host.

Unlock Characters: Spend earned in-game money to unlock new Multiplayer characters to play.

Statistics: List of top players tracking various types of game statistic.

LAN

Find a Match: Find and join a match.

Create a Match: Host a match.

Options

Audio: Change music, sound effects, and speech volume

Video: Adjust video settings for optimal quality and performance.

Gamma: Adjust the screen gamma and choose the display device.

Controls: Change default game controls, including mouse sensitivity, key bindings, invert mouse, auto reload, dynamic cover system and alternative game controller (e.g., gamepad).

Credits

Select to see the game credits.

Exclusive Content

Enter exclusive content code.

Player Profile

Manage your Player Profiles.

Quit

Quit the game and exit to Windows.

In-Game Menu

The In-Game menu is accessed using the Esc key during gameplay.

Resume: Return to the game.

Restart Chapter: Restart current level.

Save: Save the game progress.

Load: Load a previously saved game.

Options: Change game options.

Quit to Menu: Return to the Main Menu. Unsaved progress will be lost.

IN-GAME INTERFACE



1. Objective Text: Can be recalled anytime by pressing the O key

2. Co-op Indicator: Indicates the current position of the character's brother.

3. Multitask Icon: Indicates the currently available action, e.g., mount a horse, open a door, pick up an item, use the lasso, etc.



4. Objective Indicator: Shows the direction of another objective.

5. Crosshair: Turns red when aimed at an enemy within the range.

6. Co-op Action Indicator: Place for a joint brothers' action.

The above menu is available after pressing and holding the middle mouse button..



The above menu is available after pressing and holding the middle mouse button.

7. Weapons Menu: Allows you to choose from available weapons using the mouse.

8. Cash Indicator: Shows the amount of money at the player's disposal.

9. Ammo in Use: Shows the number of loaded bullets or the number of knives/amount of dynamite that can be used.

10. Ammo Stock: The number of bullets in stock for every kind of weapon.

11. Weapon: Name of the currently equipped weapon.

12. Gun Stats: Statistics for the currently equipped weapon.



13. Reloading Indicator: Appears when the weapon needs to be reloaded (R key) or when there is no more ammunition for the current weapon type.

14. Concentration Mode Indicator: Shows the percentage of Concentration Mode charge. Charging results from accurate shooting at the enemies – headshots are the fastest way of charging the meter. When the meter is filled, Concentration Mode is activated with the Z key.

The low health level is indicated by a blurry and reddening screen as well as the sound of the character breathing hard. To regain health one must wait a while in a safe place.

WEAPONS AND GADGETS



Revolvers

Mostly typical six-shooters. Ray can wield revolvers in both hands or use them with dynamite in the other hand.



Rifles and Sniper Rifles

Efficient at long distances but reloading takes a lot of time. They have to be wielded in both hands. Thomas is more effective at Precision Aiming.



Shotguns

The game features regular and sawn-off shotguns.



Dynamite

Can only be used by Ray. Using it inflicts severe injuries on all the enemies within the dynamite's range.



Bow

Efficient for long-range combat. Drawing the bow slows down time, allowing several very accurate shots. Can be used only by Thomas.



Knives

Deadly short-range weapon. Only Thomas can use them and he never misses.



Lasso

Serves Thomas as a means to reach places that seem inaccessible at first glance.



Stationary Weapons

Both the Gatling Gun and Cannon are heavy weapons characterized by a long range and heavy firepower.



Oil Lamps

Oil lamps can be used to set items on fire. When the player shoots at or breaks a burning lamp the oil will spill, setting nearby items on fire. If the player picks up a lamp that is not burning and breaks it, the oil will spill. The oil spill can be set on fire with a gunshot or exposure to open fire.

PLAYING THE GAME

Movements

To move and strafe use the W, S, A and D keys. To aim and turn around, use the mouse. Remember that these are the default settings and can be changed in the Options menu.

Changing Weapons

Press and hold the middle mouse button and move the mouse to choose the weapon you want to use.

Precision Aiming

To precisely aim the wielded weapon, press and hold the right mouse button (RMB). This mode allows for easier target aiming but you will be unable to run and your movement will be slower. If a weapon is equipped with a scope, press and hold the RMB to look through the scope and aim. Remember that when Ray is wielding two revolvers, Precision Aiming is unavailable.

Using the Lasso

The Lasso can only be used by Thomas. Places where the lasso can be used are marked with the lasso icon, and when you get within range the target will be marked by a red indicator. Using the mouse, point the crosshair at the lasso hooking place. Hold the left mouse button (LMB) and move the mouse in circles clockwise. After reaching the designated spinning velocity Thomas will throw the lasso automatically. You can now climb up the rope by pressing the W key or down by pressing the S key. To release the grip press the LMB.

Concentration Modes

This is a moment for the character to use concentration and weapon handling skills. While in the CM time slows down and the player can aim precisely and deal with the enemies in a deadly way.

Ray's CM: This Concentration Mode is focused on aiming. When the CM indicator is fully loaded press the Z key. Use your mouse to mark enemies. Do it quickly before time is up. After selection, Ray will automatically shoot down selected enemies. You can force the shooting by pressing the Z key again.

Thomas' CM: Using this CM does not require aiming. When the CM indicator is fully loaded press the Z key. The crosshair switches from one target to the other automatically, stopping at each target for a short moment. The player must press and hold LMB and drag the mouse downward repeatedly.

Co-op CM: In several places, the brothers have an opportunity to use mutual concentration mode. Step into the red mark on the ground. You will see two moving crosshairs on the screen – fire your guns when the crosshairs move over your opponent. By pressing the LMB, you shoot from the left gun; by pressing the RMB you shoot from the right gun.

Bow CM: To use it, press and hold the RMB. Time will slow down for a while, giving you an opportunity to aim and shoot several arrows at the target using the LMB.

Horseback Riding

To mount a horse, approach it, look at the saddle, and press the Action key (F key). Move forward by pressing the W key and choose the direction by moving your mouse.

Holding the Shift key while riding allows you to ride faster. To dismount the horse, press the F key.

Duelling

Duelling relies mainly on reflexes. Use the A and D keys to move and keep your enemy in front of you. Use your mouse to control your hand. Keep your hand close to your gun but don't reach for it too soon. When the duel starts reach for the gun with the mouse, aim and shoot.

Climbing

Thomas is the only character that can climb. To climb an obstacle approach it, press the Jump key (Space Bar) and climb up pressing the W key.

Joint Actions

On many occasions the brothers have to cooperate to overcome an obstacle or enter the fighting ground together. The red markers on the ground indicate places where cooperation is advised or necessary. To start a joint action, enter the marked spot.

Stationary Weapons

Heavy weapons such as a Cannon or the Gatling Gun can be used by either of the brothers. To use, approach the weapon and press the Action key (F key).

To cease using the Gatling Gun press the F key again.

Ray can also detach some of the Gatling Gun-type weapons and carry them around. To do it, press the Z key while using the Gatling Gun in the Stationary mode.

Using the Bow

To shoot the bow, press the LMB. For Precision Aiming and the time-slow effect, press and hold the RMB and shoot by pressing the LMB.

MULTIPLAYER

Multiplayer is based on an original system for scoring and marking player experience. Players gain in-game cash, spend it to improve parameters, buy out new classes based on these. Players earn money for eliminating enemies and completing game objectives. There is a bounty for the head of each player. When you kill a player, you earn the amount of cash equal to his or her bounty.

Multiplayer Modes

Shootout: Wild West-style deathmatch based on bounty instead of frags. Kill all the others and don't let them kill you.

Posse: Kill enemies to score points for your team. Team with the highest score wins. Coordinate your moves with the rest of your team to win this battle.

Wanted: Only the Wanted can gain points for killing. The other players can score by killing the Wanted. The player that kills the Wanted becomes Wanted himself.

Manhunt: There are two teams and one Wanted player – the top player in one of the teams. If the Wanted player survives for 60 seconds, the team scores. When the Wanted player is killed, a new Wanted from the opposing team is assigned (the top player in that team).

Wild West Legends: One of the teams has several objectives to complete; some can be completed in different ways, some are optional. The opposing team is trying to prevent completion of the objectives within the given time limit. Levels are strongly themed and based on real historical events.

Multiplayer Character Classes

There are 13 diversified character classes, five of which are available from the very beginning. The rest are unlockable with the use of in-game money.

Each character was designed to fit a certain theme, to allow a certain style and tactics as well as to suit the Western setting and serve as a part of the story.

Rifleman: Versatile. Works pretty well in almost all situations.

Gunslinger: Best for assault and breaching defences, with good speed, great fire rate, and dynamite.

Miner: Good for tactical combat, with efficiency in close quarters and lots of dynamite.

Sniper: Holds the most powerful rifle in the game, scoped.

Native: Perfect for hunting surprised enemies, very fast and stealthy.

Unlockable Characters

Scout: Light version of the Sniper, with a much faster but less-powerful scoped rifle.

Hombre: The best selection for close quarters and rushing into enemies; powerful, tough, and fast.

Trapper: Good for defensive play; tough, with decent range and lots of damage but slow.

Gunsmith: Versatile but difficult to handle due to having completely different pistols in either hand.

Veteran: Versatile like Rifleman, but with more damage and slower fire rate.

Officer: Perfect for roaming.

Duellist: Powerful, but fragile. Very efficient, but needs a lot of caution when played.

Spy: Very fast, but not much into combat. Good for slipping through enemy defences.

TECHNICAL SUPPORT

If you experience difficulties playing your Ubisoft game, please first contact our 24-hour on-line solution centre at www.ubi.com/uk. Our 24-hour automated telephone service is available on 0871 664 1000.

The Live service option is available from 11am until 8pm, Mon-Fri (excluding bank holidays).

Please make sure you are in front of your pc when calling our support team to enable us to troubleshoot your query for you.

PC Game:

If you experience difficulties running your pc game please contact our support teams first. When calling us, please ensure you are in front of your pc with the game installed, to enable us to troubleshoot for you.

Alternatively, if contacting us by web-mail, please attach your operating system file (dxdiag) to your incident so that we may have your system specifications.

Finding your dxdiag file

Windows XP: To open your DirectX Diagnostic tool go to: Start Menu – Run. Type dxdiag in the window, select OK and save your information.

Windows Vista: enter the Start Menu, type dxdiag in the search bar to locate the file.

Faulty Game:

If you believe your game is faulty, please contact our support team before returning your product to the retailer. A discrepancy between your operating system and the required game specifications may result in errors during game-play, such as:

your screen returning to desktop or freezing, jerky graphics or error messages.

Damaged Game:

If your game is damaged when purchased, please return it to your retailer with a valid receipt.

If your receipt has expired and you are within the 90 day warranty period please contact the Ubisoft support team for verification.

Australian technical support
Technical Support Info Hotline
1902 262 102

(calls are charged at \$2.48 per minute including GST. Higher from public and mobile phones).

Please note that we do not offer hints & tips at our technical support centre.

WARRANTY

Ubisoft guarantees to the original purchaser of this computer software product that the compact disc (CD)/cartridge supplied with this product shall not show any default during a normal use period of ninety (90) days from the invoiced date of purchase. In the first instance please return the faulty product to the point of purchase together with your valid receipt. If for any reason this is not possible, (and it is within 90 days of the purchase date), then the faulty compact discs/cartridges should be returned to Ubisoft at the below address, along with a dated receipt, location of purchase, a statement describing the fault, and all original packaging.

Address for returns:

Ubisoft, Chertsey Gate East, London Street, Chertsey, Surrey, United Kingdom,
KT16 8AP

Where a CD key is required to access on-line game play, this cannot be reproduced or replaced. It is the responsibility of the original purchaser to keep this CD key secure. Lost, stolen or damaged CD keys cannot be replaced.

Take Call of Juarez® Bound in blood to the next level!

**Join the growing Call of Juarez® Bound in blood community
and get access to:**

- Exclusive content and information
- Great competitions and prizes
- Privileged offers: collectors, limited edition...
- Exclusive hints and tips
- Meet new friends on the forums and get all the help you need!

Join us now at www.callofjuarez.com