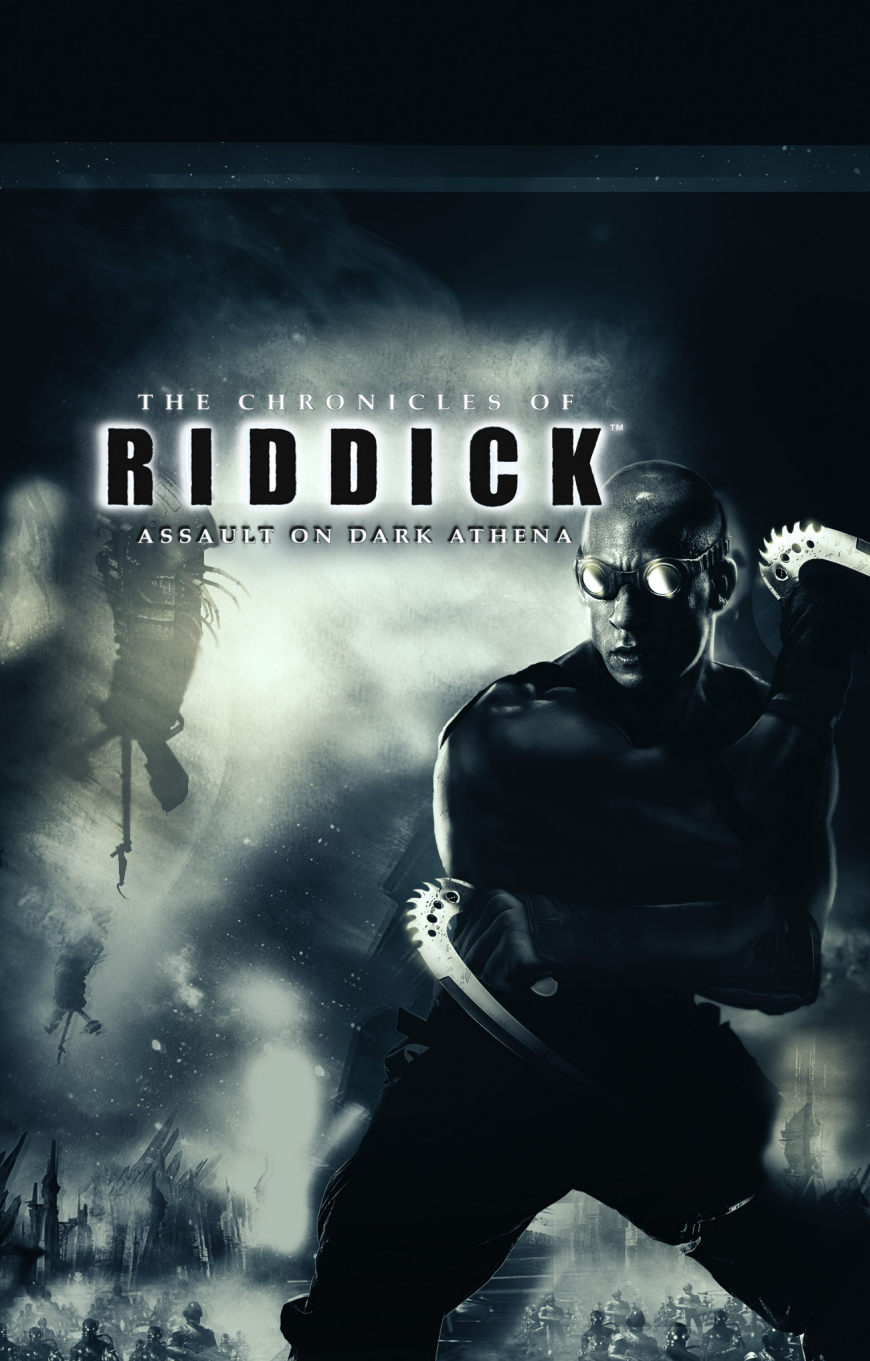
THE CHRONICLES OF
RIDDICK™
ASSAULT ON DARK ATHENA

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///THE README FILE

The Chronicles of Riddick™ Assault on Dark Athena has a ReadMe file that shows updated information about the game. Please read this file to learn about changes made after this manual went to print, ways to optimize your gaming experience and solve many problems..

///INSTALLATION

Insert *The Chronicles of Riddick™ Assault on Dark Athena* DVD into your DVD-ROM drive or mount the DVD image if you purchased your game as a digital download. Drag '*The Chronicles of Riddic Assault on Dark Athena*' folder to the location of your choice.

Launch the game by double clicking the 'Dark Athena' game icon.

You must now complete the registration information. Please enter your name and the registration code found on the manual or with your digital download email receipt.

///CONTROLS

Left mouse button	Fire / Punch
Left mouse button	Stealth Kill (while closing in on the enemy from behind)
Left mouse button	Counter Move (When standing close in front of an armed enemy performing a melee attack, click the left mouse button to counterattack or perform a finishing move.
Right mouse button	Block
Right mouse button	Aim / Alternative fire
Right mouse button	Zoom (When using a ranged weapon you can zoom by pressing the right mouse button.)
Right mouse button	Grab (When standing close behind an enemy, you can grab him for a stealth kill. If you grab a drone, you'll be able to use its attached weapon while the drone's body provides you with a temporary shield.)
V	Lean
Z	Select weapon
Mouse	Look
F	Melee weapon attack
A, S, W, D	Move (Press the Ctrl key to sprint (only in Multiplayer). While moving, melee attacks will be made in the direction you are traveling.)
Q	Eyeshine
G	Flashlight (if one is available on your equipped weapon).
1, 2	Weapon hot keys (When selecting a weapon in the weapon selection interface you can press 1 or 2 to add that weapon on a hot spot.)
←→↑↓	Scroll through menus, dialog options, and in-game shopping interface for Butcher Bay Riot in a multiplayer game.
R	Reload
R	Skip dialogues and cut-scenes.
C	Stealth mode
Spacebar	Jump (jumping deactivates stealth mode.)
E	Use
J	Journal / Inventory
Esc	Pause menu

///JOYSTICK CONTROLS

Primary Fire	Button 11
Aim / Alt Fire	Button 10
Melee Attack	Button 7
Reload	Button 1
Select Weapon GUI	Button 9
Weapon Hotspot 2	POV 1
Weapon HotSpot 1	POV 3
Look up	Positive axis 3
Look down	Negative axis 3
Look left	Negative axis 2
Look right	Positive axis 2
Flashlight	POV 0
Eyeshine	POV 2
Journal	Button 5
Use	Button 3
Multiplayer Scoreboard	Button 5
Pause	Button 4
Menu scroll up	POV 0
Menu scroll right	POV 1
Menu scroll down	POV 2
Menu scroll left	POV 3
Menu OK / Select	Button 0
Menu Cancel / Back	Button 1
Move Forward	Positive axis 1
Move Backward	Negative axis 1
Strafe left	Negative axis 0
Strafe right	Positive axis 0
Jump	Button 0
Stealth	Button 2
Sprint (Multiplayer Only)	Button 6
Lean mode	Button 8

///BECAUSE IT ALWAYS NEEDS A PLACE TO START...

Welcome to the Chronicles of Riddick, an epic science-fiction experience led by the most notorious criminal in the universe. First stop; Butcher Bay, the toughest triple-max slam in the galaxy, the perfect place for you – Riddick – to build your reputation as the most dangerous man alive. Encounter guards, savage inmates, dimly lit corridors and dark tunnels, and the famous warden Hoxie – anxious to keep you locked away for life. It's time to play "Who's the better killer?" But that's only the beginning. You've heard the rumors. The Merc juggernaut they call the Dark Athena. Something about empty ships floating in space, missing their crew – its got people paranoid. Only one thing to be sure about. They better hope they never find you... what could be worse than capturing Riddick?

THE DARKNESS... FOR ME... IS WHERE I SHINE!

///MAIN MENU

Continue – Start the game from your last saved checkpoint.

New Game – Start a new game. There are two campaigns to complete: “Escape from Butcher Bay” and “Assault on Dark Athena.”

Checkpoints – Load a checkpoint.

Multiplayer – Start a multiplayer game on Internet or a local area network (LAN). From there you will also access the Settings (Characters / Options) and Statistics menus.

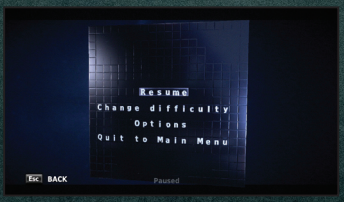
Options – Modify game options.

Accomplishments – Check the trophies you have completed and see what’s coming next.

Extra Content – View additional contents that you have unlocked during the game.

Quit - To exit to Desktop.

///PAUSE MENU



Resume – Resume your game.

Restart Checkpoint – Restart from the last saved point.

Change Difficulty – Modify the difficulty level.

Options – Modify game options.

Quit to Main Menu – Quit the game and go back to the Main Menu.

///THE ENVIRONMENT

Your Journal
If you ever need a reminder of what you should be doing, or what your current goal is, press J to access your journal. Your journal will display your current goal and help point you in the right direction, if you need a nudge.

NanoMED Health Units
You can regain health using a NanoMED health unit. To use one, approach it and press E. If a NanoMED health unit is empty, you'll need to recharge it with a NanoMED Cartridge.

Climbing Crates
You can climb crates by approaching them and pressing E. Then use the W A S D keys to climb up or down the crate.

Shimmying Along Ledges
You can shimmy along some ledges to new areas. To do this, approach the ledge and press E. Then use the W A S D keys to move left, right, up or down on the ledge. Press E to let go and drop.

Using Hangrails
Hangrails are pieces of overhead scaffolding that Riddick can move across. Just look up at the hangrail and press E to grab it. Then use the W A S D keys to move. Press E again to let go of the hangrail.

Restricted Access Doors
If you're having trouble getting through a door with restricted access, try "borrowing" the codes from someone in the area; a guard for example.

Using Vents

You can use vents to sneak through areas undetected. You need a vent tool to unseal the vents. Once you have one, just approach a vent and press E.

Interacting With the Environment

There are many inmates and guards in the prison that you can interact with. To do so, approach a character until his/her name appears on screen, and then press E. You can get missions from different people that will help you gather items. Take some time to explore and interact. There are hidden surprizes for those who get to know their surroundings.

There are also items in the world that you can interact with. To do so, simply approach the item and press E.

Useful items that you'll want to collect to help you escape.

UD Money
The currency of our time, UD Money can be traded for weapons or smokes.

NanoMED Cartridges
When you need health and a NanoMED health unit is empty, this cartridge will recharge the station and allow you to get health from it.

Vent Tool
This will help you open sealed vents so you can explore and get deeper into the prison.

Drugs
There is always demand for this stuff in Butcher Bay; use this to your advantage.

Smokes
Also a valuable item; smokes unlock special features in the game!

Bounty Cards
Unlock special features in the game!

///USING STEALTH

Heading into a fight with your guns blazing may not always be the best approach. Sometimes a little stealth is more effective, and sometimes it's just more fun to hunt your enemies.

Stealth Mode

Press C to activate stealth mode. Riddick always crouches when in this mode. When you are in stealth mode, you get an indication of when you are hidden in the shadows and undetectable (screen turns to blue). You also move around silently. Being in stealth mode gives you the ability to drag and hide bodies as well.

Stealth Kills

If you need to keep things quiet, you can sneak up behind an enemy and break his/her neck so as not to alert others. Click the **left mouse button** while closing in on the enemy from behind and you'll perform a stealth kill!

///MULTIPLAYER

Select Multiplayer from the Main Menu to play online. You can choose to play through LAN or on Internet. A multiplayer game contains several distinct levels based in Butcher Bay and the Dark Athena.

Find Game
Select this option to choose a game mode and a map to play, or to let the game decide by selecting Random Game. When the search has been completed your will see a list of servers matching your search criteria.

Creating a game
Select a game mode from the game mode list or let the game decide by selecting Random Game. Select Create Game to create your server.

///WEAPONS

Several weapons you can collect throughout the adventure will help you to make your escape.

Guns

Gun
A simple, single-fire weapon. Reliable, but not very powerful.

SCAR (Single-player)
The SCAR (Sonic Compressor Assault Rifle) is an energy-based weapon which recharges itself automatically. It shoots projectiles that stick to the world and characters. These projectiles can then be detonated using the alternative fire button.

Sub-Machine Gun
The fire rate of this weapon is higher than the assault rifle but it does less damage. Its automatic fire is also less concentrated.

Minigun
A high-powered chain gun that spits out 50 rounds per second.

Shotgun
This weapon is extremely powerful and devastating at close range, but ineffective at a distance.

Assault Rifle
Good up close or from a distance, this automatic rifle fires rounds rapidly and accurately.

Tranquilizer Gun
This gun will stun your opponents with a powerful jolt of electricity. But take care of your business quickly—they'll wake up after a while.

"Modified" SCAR (Multiplayer)
The SCAR used in the multiplayer games is a heavily modified version. It does not recharge automatically and needs ammunition pickups. Projectiles also function differently.

Grenade Launcher (Multiplayer)
This weapon clears a wide area at some distance.

Sniper Rifle (Multiplayer – Assault on Dark Athena)
This rifle is effective at very long ranges.

Melee weapons

Hairpin
Looks useless? Not in Riddick's hands.

Ulaks
These double-curved blades are as simple and sharp as they are lethal!

Shivs
These simple weapons are very effective during hand-to-hand combat.

Brass Knuckles or 2 Knuckledusters
Useful in close fighting; these really pack a punch.

Club
This crude weapon can inflict major damage on your enemies.

Grenades
Grenades are effective at cleaning out rooms, making it safe for you to enter.

///ENEMIES

Escape from Butcher Bay

Inmates

Prison is a kill-or-be-killed joint.
So kill or be killed.

Maximum Security Light Guard

Non-armored guards love to call for backup whenever there's trouble.

Double-max Light Guard

Armored guards rush into any fight with a little more confidence than their maximum security counterparts.

Light Guard Squad Leader

Decorated in red armor, these captains lead their teams in firefights.

Riot Guard

These heavily armored assault units are mechanized and almost invulnerable.

Heavy Guard

Not to be toyed with, these guards carry extreme firepower and have orders to kill prisoners on sight, and at will.

Security Turret

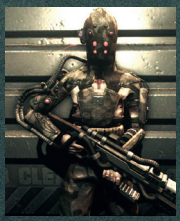
Because guards can't be everywhere at all times, these small camera-turret units survey the prison and neutralize — on the spot — anyone who breaks prison rules.

Assault on Dark Athena

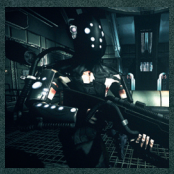
The Mercs

Mercs are skilled and organized bounty hunters. But that's not their only form of employment. These guys will do anything for money—and violence is not a major issue. Dark Athena Mercs are even more vicious than those found elsewhere in the universe and they have expanded into enterprizes that border on piracy. Riddick will come across different variations of Mercs...

Ghost Drone



The grotesque inhabitants of the Dark Athena. These once-men warriors are the pride of Captain Revas and her pirate cooperative. Drones wander throughout the ship, constantly on patrol and constantly on alert. Be careful, they're watching...



AI Ghost Drone

The natural state of the Ghost Drone. While in this mode, the lights attached to their armor glow a bright red, and they operate on their own artificial intelligence.

Merc-controlled Ghost Drone

The crux of the Ghost Drone army! At any time they can be controlled by Mercs throughout the ship, enhancing their combat abilities and making them twice as deadly. While being controlled, all of the lights attached to their armor glow a blinding white. You'll also hear the Mercs talking to you through the Drones!

Team Leader Drone (Merc-controlled)

Tougher than ordinary Drones and dishes out more damage.

Dark Athena Mech

These heavily armored assault units carry a powerful rocket launcher!

Repair Droid

The automated repair system aboard the Dark Athena dispatches these deadly little machines whenever hull integrity becomes a problem. Be ready. They hurt.

Spider Turret

Built into pods and deployed from the Athena, this turret can attach itself to its designated location. Once locked into position, it will function as a static turret.

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'Awaiting the Turmoil' (G.Jorde) – Performed by Valley of the Dead (available online)

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Synthesis International – Milano Synthesis Iberia – Madrid

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