

**⚠ WARNING** Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to [www.xbox.com/support](http://www.xbox.com/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).

Thank you for purchasing *CAPTAIN AMERICA™: SUPER SOLDIER*. Please note that this game is designed only for use with Xbox 360 video game and entertainment system from Microsoft. Be sure to read this instruction booklet thoroughly before you start playing.

# CAPTAIN AMERICA™

## SUPER SOLDIER

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## MISSION SUMMARY

*The enemy is using advanced weaponry in Europe that we've traced to Castle Zemo in the Bavarian mountains, a medieval fortress controlled by Hydra and augmented by modern defenses. Captain, your objective is to infiltrate Castle Zemo and disable its anti-aircraft guns, allowing us to airdrop the Invaders to open the way for our bombers.*

*Information on Hydra operations is sketchy, but there are rumors of vast underground chambers, sci-fi technology, and horrific experiments on prisoners of war. The installation is run by Arnim Zola—a brilliant scientist lacking any morality. While fulfilling your primary objective, see what you can do to disrupt Hydra's operations. Your dossier contains further information on Zola and his subordinates, but Captain, focus on taking out the ground-to-air defenses. Let your backup do the rest.*



## GETTING STARTED

### HDTV SETTINGS

To display the game in high definition display modes, connect your Xbox 360 system to a TV with HDMI or component input using an Xbox 360 Component HD AV Cable or Xbox 360 HDMI AV Cable. If you are using the Xbox 360 Component HD AV Cable, slide the switch on the AV port to "HDTV." The HDTV position should be selected on the Xbox Dashboard if the TV supports HD resolutions such as 720p, 1080i, and 1080p.

### 3D DISPLAY MODES

This game supports 3D display mode for both 3D-ready display devices and regular HD and standard definition display devices. To play in one of the 3D modes, access the Options menu (p. 10) where you will find several 3D options.

- ★ **ON/OFF:** Toggle 3D display mode on/off.
- ★ **Side by Side:** Display mode for 3D displays.
- ★ **Top and Bottom:** Display mode for 3D displays. (Top and Bottom is recommended over Side by Side)
- ★ **Color Filter:** Display mode for standard definition and HDTV users with INFCOLOR™ 3D glasses (special anaglyph glasses). The 3D Intensity slider allows you to change the level of 3D.

**NOTE:** To properly set up your 3D display, please refer to the instruction manuals that came with your display device and peripheral.

#### WARNING

The 3D glasses are not prescription eyewear, sunglasses, nor a protective goggle. Do not use the glasses for any general eyewear purposes (e.g., driving, reading, protection from sunlight or ultraviolet light, etc.) as such use may result in injury. The 3D glasses are not for extended wear. After removing the 3D glasses, it may take a few seconds to readjust to viewing natural colors and the glasses may temporarily affect depth perception. **USE WITH CAUTION!** If you have a history of epilepsy or experience headaches/eyestrain or any other physical trouble during 3D viewing, discontinue use immediately and consult a physician.



## GAME SLOT

The game slot screen will appear before you access the Main Menu. There are four slots for your game saves, and from here you can choose which game to load and continue. If you have no previous saves, select any of the game slots to start the game.



## AUTOSAVE

Games are saved automatically at key points during the game. Take care not to switch the power to OFF while saving is in progress.



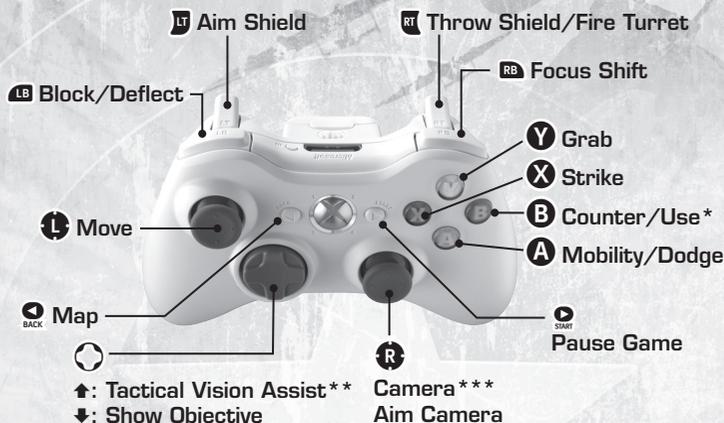
## MAIN MENU

The Main Menu has the following options to choose from:



# BASIC CONTROLS

## XBOX 360 CONTROLLER



\* Various non-attack actions are performed with the B button.

\*\* Tactical Vision Assist can be switched off via Options.

\*\*\* Clicking the right stick will reset the camera angle.

## MENU CONTROLS

<b>Left Stick/D-pad</b>	Select Option and Menu Item
<b>A Button</b>	Accept
<b>B Button</b>	Cancel/Back

Note that menu-specific tasks can be assigned to X and Y buttons.

## MAP CONTROLS

<b>Left Stick</b>	Move Viewpoint
<b>D-pad</b>	Underground Level/Sewers Level
<b>Left Trigger</b>	Zoom In
<b>Right Trigger</b>	Zoom Out
<b>X Button</b>	Find Current Position
<b>Y Button</b>	Find Objective/Reset View
<b>B Button</b>	Change Map Levels/Exit Map

### NEW GAME

Begin a new game starting from the prologue chapter. Take care not to overwrite a game save you wish to keep when the Continue Game option appears in this menu.

### CONTINUE GAME

Continue playing from the last checkpoint where you saved the game.

### CHALLENGES

Zola will offer new challenges as you make progress in the main mode. Unlock them all and earn a gold rating for each.

### EXTRAS

Access bonus content unlocked by achieving excellence in various aspects of your duties.

### OPTIONS

Make changes to various game settings. Note that Options can also be accessed during the game from the Pause Menu.

### GAME STATS

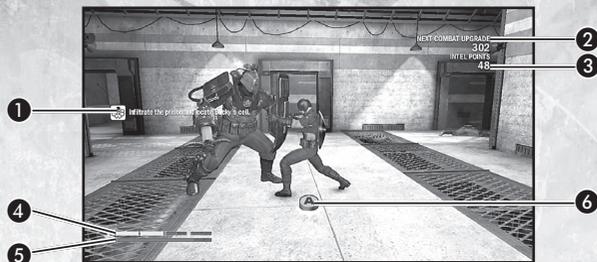
Check your performance based on statistics.



# HOW TO PLAY

## HUD

Use the display items on the screen to efficiently carry out your duties.



- 1 Next Objective:** The description of your next objective will be displayed here.
- 2 Next Upgrade:** Find out the number of points required in order to earn your next upgrade (p.9).
- 3 Intel Points:** The accumulated Intel Points, which increases when you collect pick-ups such as dossiers, briefcases, film canisters and other collectibles.
- 4 Focus Meter (Blue):** The Focus Meter fills as you successfully attack enemies. The meter is divided into four portions, and filling these portions allows you to perform various Focus Attacks (p.7).
- 5 Health Meter (Red):** The mission will end when your Health runs out. If you take a substantial amount of damage, Cap has the ability to recover over time.
- 6 Special Action:** Button used for special actions will be indicated here.



**Notifications:** An icon will appear on the left of the screen when you unlock contents such as Zemo's diaries, Zola's film reels, or a chance to make upgrades.



**Bonus:** An icon will appear on the right of the screen when you receive a bonus; Numbers, such as your current total (collectibles) and points gained, are also displayed.



**Action Multipliers:** Points that increase the Focus Meter are multiplied by successfully performing perfectly timed actions such as Acrobatics (p.8) and deflecting gun shots.



## COMBAT

When you are in hand-to-hand range, press the X button to strike an enemy or press the Y button to grab and attack the enemy. When there are multiple enemies or a stronger one, dodge or vault over the enemy using the A button to strike them from behind. If you are surrounded, a good option is to rely on the B button to counter an enemy who is about to deliver a hit.



### Blocks Using Shield

Pressing down the left bumper will allow you to hold a defensive stance. This can eliminate or reduce the damage from incoming attacks. By pressing the button at just the right time, you can deflect a gun shot back at the enemy who fired it.

## CAP'S SHIELD

There are two ways to throw your shield.

A quick throw (right trigger) is effective during a melee since you can knock down a group of enemies without aiming. When the shield is upgraded, it will bounce off more targets per throw and become even more reliable by double tapping the right trigger.

For the most accurate throw, access Aim mode (left trigger) to first lock onto your target. Move the right stick to adjust the cursor (view) and then press the right trigger button to hurl the shield.



## FOCUS ATTACKS

Powerful attacks such as Crippling Strike can be used when you fill at least one portion of the Focus Meter. By using Focus Attacks, most of the common enemies can be defeated with a single strike.

When the attack is available, first press and hold the right bumper to target an enemy, then press either the X button (Crippling Strike), Y button (Weaponize), B button (Knockout while enemy is down but doesn't require any Focus bars) or A button (Super Soldier Mode). Note that your Health will revive by using Focus Attacks other than Knockouts.

Different Focus Attacks require varying amounts of Focus Bars:  
Crippling Strike: 1 Focus Bar; Weaponize: 2 Focus Bars;  
Super Soldier: 4 Focus Bars.



## TACTICAL VISION ASSISTANCE

Press the D-pad  $\uparrow$  to receive visual aids when you are lost or wish to identify all of the important objects and pick-ups.

## DECRYPTION & SABOTAGE

As part of your mission, you will frequently be required to decrypt security codes to unlock doors and sabotage various devices. When you approach these interactive objects, you will need to use both the right stick and the left stick to complete the task.



## ACROBATICS

Poles, beams, and wall ledges can be used to perform acrobatic moves to reach your next destination. Simply press the A button at the right time to effectively use what's available in the environment.



## SET UP EXPLOSIVES

In order to destroy hardware, such as AA Cannons, you must set a detonator. Once the explosive is set, you must move out of the area before the time expires. If you are still within its range and get caught in the explosion, you will fail the mission.



## BOSS FIGHTS

Several Hydra elites are waiting inside the stronghold, and they're more than willing to end your heroics with their own hands. To come out victorious, you must deplete their Health (red meter), which is displayed at the bottom of the screen.



During the fight there will be situations where you must quickly respond by pressing a specific button. Timely execution will allow you to break free from your opponent and finish your opponent with your final move.

# UPGRADES

When you accrue enough points for an upgrade, an icon will appear on the screen to immediately inform you of this. If you wish to implement the upgrade, press the START button to access the Upgrades menu and choose an available upgrade.



## ★ COUNTERS

**ACQUIRE NEW COUNTER MOVES TO USE DURING A MELEE WHEN ENEMIES STRIKE.**



## ★ SHIELD RICOCHET

**INCREASES THE NUMBER OF TIMES YOUR SHIELD WILL BOUNCE BETWEEN ENEMIES IN A SINGLE THROW.**



## ★ SHIELD ATTACKS

**ACQUIRE NEW SHIELD ATTACKS TO USE DURING BLOCKS. EACH ATTACK HAS ITS OWN UNIQUE BUTTON COMBINATION.**



There will be three upgrades per category, so earn them all and take advantage of them to become the ultimate Super Soldier.



# PAUSE MENU

Press the START button during a mission to pause and access the following options:

<b>RESUME</b>	Return to gameplay.
<b>OPTIONS</b>	Access the Options menu (see below) and make adjustments to various game settings.
<b>UPGRADES</b>	Access the Upgrades menu to implement new upgrades and view what you've earned so far.
<b>ZEMO'S DIARIES</b>	Listen to and read the collected diaries.
<b>FILM REELS</b>	View the collected film reels.
<b>SCHEMATICS</b>	Verify collected schematics of Hydra gear and weapons. Note that collecting schematics improves your combat experience when you face enemies with familiar equipment.
<b>EXIT</b>	Quit the game and return to the Main Menu.

## OPTIONS

<b>BRIGHTNESS</b>	Adjust the brightness of the screen.
<b>FX VOLUME</b>	Adjust the volume level of sound effects.
<b>MUSIC VOLUME</b>	Adjust the volume level of background music.
<b>DIALOG VOLUME</b>	Adjust the volume level of the dialog/voice-overs.
<b>CONTROLS</b>	View button assignments.
<b>VIBRATION</b>	Toggle the controller's vibration setting ON/OFF.
<b>SUBTITLES</b>	Toggle the subtitles of the game ON/OFF.
<b>INVERT Y AXIS</b>	Invert the up/down controls used for the camera.
<b>3D</b>	Select 3D display options (p.3) or turn it OFF.
<b>3D INTENSITY</b>	Adjust the level of 3D intensity.
<b>DIFFICULTY</b>	Change the difficulty level of the game.
<b>TACTICAL VISION ASSIST</b>	Toggle the availability of Tactical Vision ON/OFF.
<b>SELECT STORAGE DEVICE</b>	Change the storage device for your game saves.
<b>SAVE AND EXIT</b>	Save changes and return to the Main Menu/ Pause Menu.



# CAP'S CHECKLIST

A superhero like Captain America can do more than just stopping villains and saving the world. Here is a to-do list of Cap's optional objectives.



### TASK #1 - COLLECT ITEMS

Intel items such as Hydra dossiers and film canisters will garner more Intel Points and unlock items under EXTRAS. Zemo's Diaries and Zola's film reels will also unlock information which you can view from the Pause Menu to learn more about who you are really up against.



### TASK #2 - DESTROY HYDRA ASSETS

The red fuel barrels can be used to create an explosion which destroys enemies and nearby Hydra assets such as vehicles. If you take them out now, it will cut out a lot of the work for our GIs later when they arrive.



### TASK #3 - RECOVER ZEMO'S ARTIFACTS

The castle that Hydra is using as their stronghold was originally Baron Zemo's property. Due to his misfortunes, he will rely on you to retrieve his important artifacts that are hidden throughout the castle.



### TASK #4 - OPEN ALL SEWER DOORS

Reports indicate that there is a sewer under Hydra's stronghold that leads to various rooms inside. Most of the doors are locked, but see if you can find a way to unlock them.

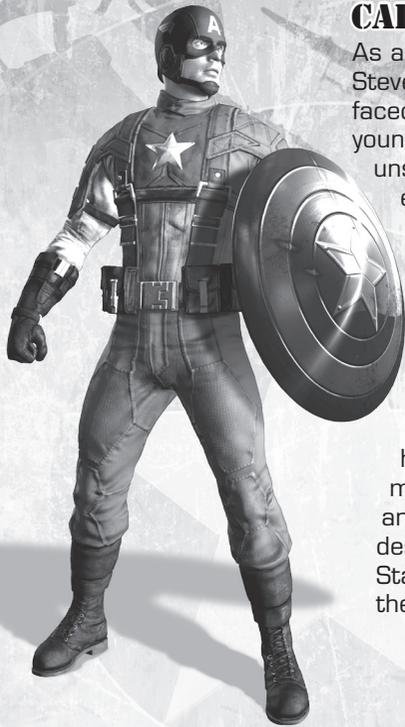


### TASK #5 - ACCEPT ALL CHALLENGES

As the story advances, you'll be able to participate in challenges from the Main Menu. There are three ratings for these challenges, and your rating is decided by completion time. Keep in mind that you're still up against Hydra, and they ultimately want to terminate you.



# HEROES



## CAPTAIN AMERICA

As a feeble, sickly orphan, Steven Rogers often faced bullying. The frail young man's patriotic but unsuccessful efforts to enlist attracted our attention, and he was selected for Dr. Erskine's first Super Soldier test. The dangerous Super Soldier Serum experiment succeeded, enhancing his body, senses, and mind. Equipped with an indestructible shield designed by Howard Stark, Rogers can turn the tide of the war.

## BUCKY

James Buchanan "Bucky" Barnes possesses bravery, skill, and indomitable spirit, making him a strong candidate for the special operations force code-named "The Invaders." A childhood friend of Steven Rogers, Barnes is a perfect liaison between Captain America and the Invaders. He has a strong sense of duty and always places the success of the mission above his own life.



## BRIAN FALSWORTH

Brian Falsworth's father, Lord Montgomery Falsworth, was a hero of World War I, undertaking dangerous covert missions as "Union Jack." After retirement, Lord Falsworth trained his son in the skills and tactics he himself mastered. Brian was selected by Winston Churchill to represent the UK in the Invaders.



## DUGAN

Timothy Aloysius Cadwallader "Dum Dum" Dugan was born to a large Irish family in Boston, Massachusetts. His colorful background includes stints as a boxer and a circus strongman. Despite a lack of formal education, he has a fine tactical mind and is an excellent marksman, making him a key asset to the Invaders task force.



## PEGGY CARTER

Miss Carter joined the WACs and distinguished herself in training. When her superiors realized Peggy was determined to make it to the front lines, regardless of regulations, they decided covert operations provided the best outlet for her abilities. She has served as a liaison with Howard Stark and, most recently, Captain America, directing his actions in the field with a cool head.



## HOWARD STARK

Howard Stark's genius is quite possibly unequalled in the field of engineering. Stark is a playboy, but his patriotism is without question. While he could focus his energies on inventions to bring him more wealth and fame, he instead applies his talents to the war effort. If we can focus his mind on achievable goals, his work could prove as significant as the Manhattan Project.



# ⊙ VILLAINS



## RED SKULL

Johann Schmidt, a.k.a. the Red Skull, imprisoned Dr. Erskine and forced him to research the Super Soldier Serum. After Dr. Erskine escaped, Schmidt used the unfinished serum on himself. It likely bestowed powers similar to Captain America's, but with physical deformities. The power-mad Red Skull controls Hydra and must be stopped before he utilizes the unearthly "Cosmic Cube" energy source to further his nefarious agenda.

## BARON VON STRUCKER

Baron Wolfgang von Strucker was born into Prussian nobility with a familial association to the secret society known as Hydra. Ambitious and arrogant, Strucker quickly rose through Hydra, becoming proficient in both combat and tactics. Intercepted documents suggest he is pursuing the development of advanced weaponry known as the "Satan Claw" for personal use.



## MADAME HYDRA

The Hydra organization has a longstanding tradition of elevating their highest-ranking female to the role of Madame Hydra. Little is known about the current Madame Hydra, except that she is respected and feared as a ruthless fighter. Madame Hydra is rumored to be an expert in poisons and torture. Assume that any personnel who fall into her hands will reveal all they know.



## ARNIM ZOLA

A genius in biology and chemistry, Arnim Zola is one of the enemy's chief scientific minds. His lack of morality has allowed him to make important discoveries... and commit countless atrocities. A small, weak man, he will try any chemical or mechanical means to enhance the human body. He is fascinated with Dr. Erskine's Super Soldier research.



## IRON CROSS

The Iron Cross is a longstanding German military decoration and symbol, but recently, we have intercepted enemy transmissions referring to "Iron Cross" as a code name. It is unclear at this time whether that designation refers to an individual or an armored vehicle. Howard Stark has advanced a theory that it refers to a one-man tank of some kind. We must acquire more data on this "Iron Cross."



# XBOX LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to [www.xbox.com/live](http://www.xbox.com/live) to learn more.

## 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. 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](http://www.xbox.com/familysettings).

## ACHIEVEMENTS

This game supports the Xbox LIVE Achievement system. As you play the game, you will earn points by fulfilling various challenges, which will be credited to your gamer profile as Gamerscore. Achieving all 50 of this game's achievements will add a total of 1000  to your profile.

## GAME ADD-ONS

Game add-on content is scheduled for released via Xbox LIVE Marketplace. Stay tuned by visiting [www.sega.com](http://www.sega.com) to learn more about this content.

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## Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact SEGA at:

- Online: [help.sega.com](http://help.sega.com)
- Telephone: 1-800-USA-SEGA

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