



⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures
- or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PLAYSTATION®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the SIXAXIS™ wireless controller motion sensor function. When using the SIXAXIS™ wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PLAYSTATION®3 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®3 FORMAT DISC:

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

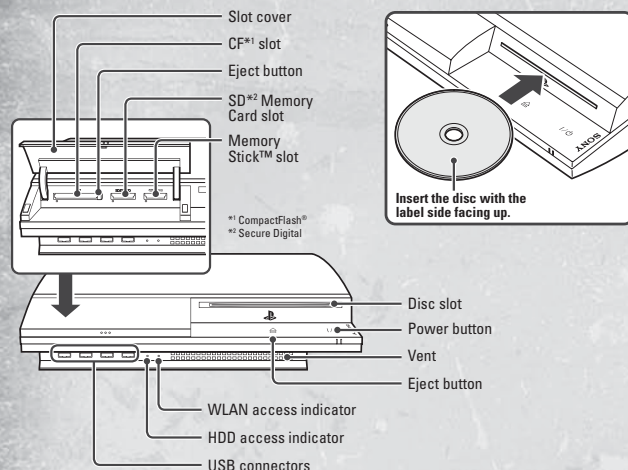


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GETTING STARTED

PLAYSTATION®3 system front



Note: Some models of the PLAYSTATION®3 system do not include media slots. For specific features included, refer to the instructions for use of your model of the PLAYSTATION®3 system.

Starting a game: Before use, carefully read the instructions supplied with the PLAYSTATION®3 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

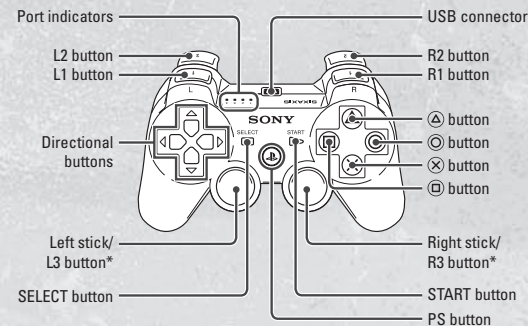
Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the *50 Cent: Blood on the Sand* disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PLAYSTATION®3 system's home menu, and then press the **X** button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint To remove a disc, touch the eject button after quitting the game.

GAME CONTROLS

Using the SIXAXIS™ wireless controller (for PLAYSTATION®3)



* The L3 and R3 buttons function when the sticks are pressed.

Note: To use the controller, you must first register or "pair" the controller with the PLAYSTATION®3 system and assign a number to the controller. For details, refer to the instructions supplied with the system.

Saved data for PLAYSTATION®3 format software

Saved data for PLAYSTATION®3 format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

CONTROLS (DEFAULT)

Right stick	Turn
Left stick	Move (<i>steer Vehicle in Driving Missions</i>)
R1 button	Fire Weapon (<i>Accelerate Vehicle in Driving Missions</i>)
L1 button	Aim Weapon (<i>Brake / Reverse Vehicle in Driving Missions</i>)
R2 button	Throw Grenade (<i>Shoot Missiles in Helicopter Mission</i>)

L2 button	Select Grenade
X button	Action Button (<i>Revive friend</i>)
○ button	Counter Kill
■ button	Reload (<i>Hold to pick up weapon</i>)
△ button	Activate or deactivate Gangsta Fire Mode
L3 (click)	Taunt
START ▷ button	Pause/Option in-game Menu
SELECT □ button	Objective Screen (<i>This will show the name and a brief description of the objective</i>)
Directional button ↑	Sidearm category (<i>Hand guns</i>)
Directional button ←	CQB category (<i>Sub machineguns and Shotguns</i>)
Directional button →	Assault category (<i>Assault Rifles and Machineguns</i>)
Directional button ↓	Special Weapon category (<i>Sniper Rifles, Grenade Launchers and Rocket Launchers</i>)

Holding the **L1** button will put the weapon in 'ironsight mode', releasing the **L1** button will resume back to normal view.

Pressing the directional buttons **↑** and **↓** during 'ironsight mode' will zoom in (If the weapon's scope has more than one zoom, each click will cycle through each magnification level.

MAIN MENU

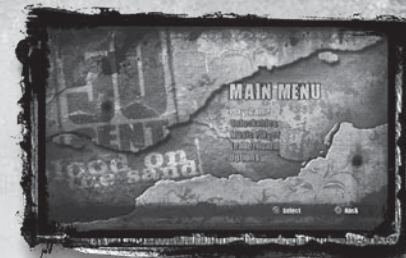
Play Game: This will take you to the Play Game menu and contains the following options:

New Story: Start a new Story mode game.

Continue Story: Load your previous saved game/checkpoint.

Choose Mission: These missions will be unlocked as you complete them.

Join Co-op: Search for open Co-op games to join.



Unlockables: View the contents you have unlocked during the game like 50 Cent / G-Unit Music Videos, Artwork and Cheats.

Music Player: Customize Playlist featuring current, classic and exclusive 50 Cent / G-Unit Tracks (see page 12 for details).

Leaderboards: Pulls up online leaderboards and displays player high scores.

Options: Adjust controls, audio, and video settings for the game.

Control Options

Invert Y: Adjust the Y-axis (looking up and down).

Sensitivity: Adjust speed of controls.

Presets: Choose from four different control layout schemes.

Audio

Sound Effects Volume: Adjust sound effect loudness.

Music Volume: Adjust music volume.

Dialogue Volume: Adjust voice volume.

Subtitles: Turn on/off subtitles in game.

Video

Brightness: Adjust the brightness of the game.

NEW GAME

Once you start a new Story game, you will be asked to choose the following:

Difficulty Settings: Easy, Normal, and Hard.

Online Settings (Co-Op Game Online only)

Solo Play (Default): This single player mode does not allow for others to join your game.

Friends Only: Only players on your Friends list can join your game.

Open Game: Anyone can join your game.

Choose G-Unit Member

On this screen you are allowed to select the following G-Unit Members. Your G-Unit member will help with combat as well as help you overcome environmental obstacles like opening a heavy door or helping you get to higher ground.

G-Unit Members

Tony Yayo

Born: Jamaica, Queens

Raised: Jamaica, Queens

Favorite Rapper: Notorious B.I.G

Favorite Album: Ready to Die

What don't you like to do? Not working

What do you like to do? Make music

Favorite place: Hawaii

Who do you look up to? GOD

Where do you see yourself 5 years from now? Filthy rich

Greatest accomplishment? 1st Album selling gold and I was in house arrest



Lloyd Banks

Born: Maryland

Raised: Southside Jamaica Queens

Favorite Rapper: Notorious B.I.G

Favorite Album: "Life After Death": Notorious B.I.G

What don't you like to do? Pretend

What do you like to do? Make music

Favorite place: The recording studio

Who do you look up to? GOD

Where do you see yourself 5 years from now? A legend...

Greatest accomplishment? 1st week sales for my 1st album "Hunger For More"



DJ Whoo Kid

Born: Brooklyn

Raised: Queens Village

Favorite Rapper: 50 Cent

Favorite Album: Get Rich or Die Tryin'

What don't you like to do? Waking up in the morning

What do you like to do? Pizzle

Favorite place: Thailand

Who do you look up to? Obama

Where do you see yourself 5 years from now? In Haiti Broke

Greatest accomplishment? Meeting Nelson Mandela



Pause Menu

Resume Game – Go back to the current game.

Load last checkpoint – This will load up your previous checkpoint.

Restart Chapter – This will reload the current mission from the beginning.

Options – These are similar to the main menu options.

Quit to main menu – This will exit the current game to the main menu.

Music Player – Create a playlist of G-Unit songs to listen to in-game.

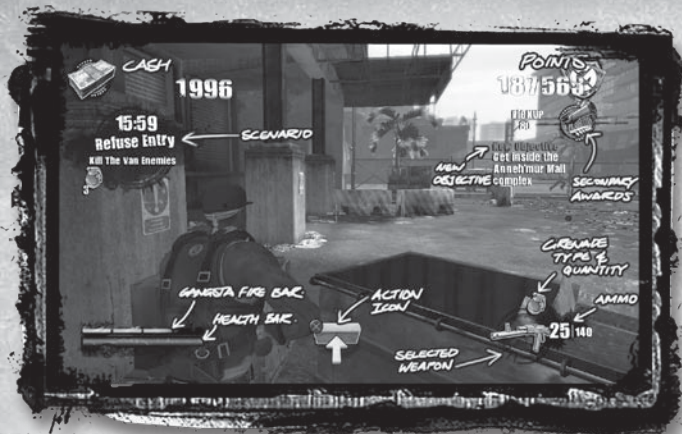
STORY

50 Cent just played to a sold-out crowd for a guaranteed \$10 million cash, but when he goes to collect, the money's been stolen. The promoter offers 50 Cent and G-Unit something more valuable than money: a diamond-encrusted skull. However on their way back to the airport, their convoy was ambushed and the skull was taken. 50 Cent and G-Unit go on a rampage to recover their prized diamond-encrusted skull.

Become 50 Cent and go up against a murderous, double-dealing, bloody cast of criminals—the sleazy concert promoter, the vengeful strip club owner, the shadowy arms dealer, the ruthless drug lord, the cruel henchwoman and the dark, death-dealing organ harvester.



HUD



Cash: Shows how much money you've collected.

Points/Score: Indicates your current score. Combo awards will appear here.

Scenario/Objective Indicators: At the beginning of a mission and when you receive a new objective, a brief description of the objective will appear on the HUD. While the objective remains active, a more complete description can be found by pressing the ☐ button.

Gangsta Fire Bar: You can only activate Gangsta Fire by pressing the Gangsta Fire button.

Note: The amount of fire indicates how much time you have with the Gangsta mode.

Health Bar: Indicates your current health. The screen's color will fade as 50 Cent's health bar drops down too close to zero. 50 Cent will automatically heal if you take cover from fire for a certain amount of time.

G-Unit Action Icon: These icons appear if you are near areas that you can interact with. These actions include activating levers, switches, Co-op moves, placing C4 Explosives and reviving your teammate.

Popup Weapon Selector: Press the directional buttons for the weapon class you wish to choose.

Weapon: Indicates the currently equipped weapon.

Ammo: Displays ammo in the current weapon's clip, and in reserve. This icon animates when you're rewarded with powerup ammo (please see Weapons on pg. 9 for more details).

Grenade: Indicates which type of grenade you currently have selected. This also indicates the number of grenades remaining. The grenade icon will change when you are cycling through other grenades types.

Aiming crosshair: Marks the area where 50 Cent will shoot.

Weapon Pick up Icon: Appears when you walk over a useable weapon.

Counter Kill Icon: This icon will appear in the bottom center of the screen when you're in close proximity to your enemy.

MISSIONS

You will travel to over 20 different missions that cross through six different environments, taking in slums, foothills and a fortress encampment.

WEAPONS

Select and equip up to four classes of weapons before you start a mission. There are 21 field weapons, which have been separated into four different classes: Pistols, SMG, Assault Rifles and Special Weapons (Rocket Launchers, Sniper Rifles, Grenade Launchers).

There are three grenade and explosive types. You can only carry a maximum of five for each type.

- Fragmentation Grenades—Once it lands there is a short delay before it explodes.
- Molotov Cocktail—Explodes a fiery burst upon contact and sets fire to anyone nearby.
- Sticky Timed Explosive—This IED sticks to surfaces and explodes after a short delay.



Bonus Power-ups




When completing scenarios within the given time limit, you will receive power-up ammo for your handguns. These include Incendiary and Explosive ammunition power-ups.

Incendiary Ammo: Sets targets on fire instantly.

High Explosive Ammo: Highly explosive round that blows up within a short period of time after impact.

Note: There are ammo pick-ups for your weapons. Please note there is a maximum amount of ammunition for each type of weapon. You will not be able to pick up more ammo if your weapon is full.

COUNTER-KILLS

These are melee attacks that require perfectly timed button presses to perform. To execute a counter kill, you must be within a certain range of the enemy and facing them. Once you have initiated the counter kill sequence by pressing the  button (default), you will be prompted with a yellow halo effect and a button icon to indicate when to press the  button again to perform the next move. If you press the  button too early or too late, the counter kill sequence will fail and you will lose some health.

You will start with five counter-kills and as you complete missions and earn more money, you can purchase more counter-kill moves in the shop.



SCORING

Points are based upon the type of enemy being killed and how you killed them. There are many ways of taking down enemies which gives the player more opportunities to score points. For example, fire at the exploding barrels to kill enemies, or perform a headshot, or even taunting after the enemy is taken down can rack up a significant amount of points.

Points are also based on your current difficulty setting. Scores will only be entered into Online Leaderboards when you have completed the entire chapter without changing the difficulty setting.

Bonus Points will be awarded for doing any “scenarios” in a certain time limitation. Scenarios are timed events that are triggered during a mission. You will be rewarded for the amount of time remaining after you complete the event.

To gain modifiers and multipliers, you must meet certain criteria during the missions. Some examples are: Headshot, Not in Cover, Explosive Damage, Death by Fire, Environmental Damage, Player Almost Dead, Snap Shots, Overkill and Taunting.

MULTIPLAYER

The PLAYSTATION®Network is required for an Online Co-Op Game.

The Co-Op mode for **50 Cent: Blood on the Sand** allows players to join in the Story mode game at any time. Online players can also drop in and out at any time during your game.


Hosting an Online Co-Op Game

When you start the game, there are three options for the Co-Op Game (please see **Online Settings** on page 6 for more details).

Joining an Online Co-Op Game

Before you join another player's game, you must choose your G-Unit member (50 Cent will always be the host). Once you have entered the game, the host will be notified that a new player has joined.

SHOP

The shop can be accessed at the weapons selections screen or at the phone booth during a game (default  button). The shop is basically a black marketplace where 50 Cent and G-Unit can spend their hard-earned cash on more weapons, counter-kills and taunt packs.

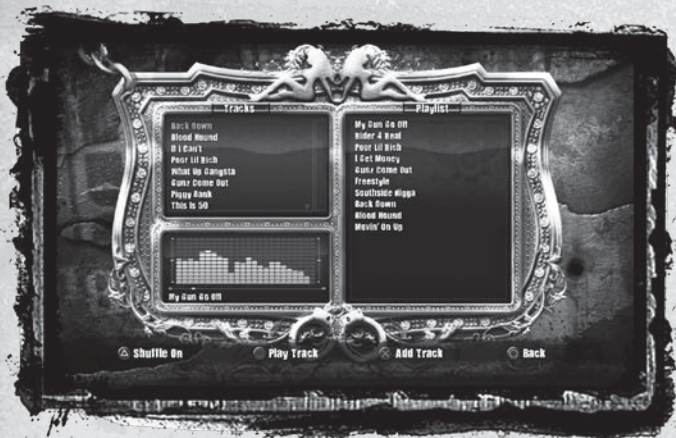
As you defeat enemies and break crates, you will find valuable items like gold and jewels that will automatically convert to cash. This cash can be used to purchase more weapons, counter kills, and taunts at the shop.



MUSIC PLAYER

The music player menu can be accessed at any time during the game from within the Pause Menu. Here you can change and organize the music content to suit your taste.

The music player will allow you to scroll through a list of tracks available to the player and listen to them, or cue them. You can add and delete tracks from custom mix tapes. You can also select the music track or mix tape that is desired and play it.



G Unit



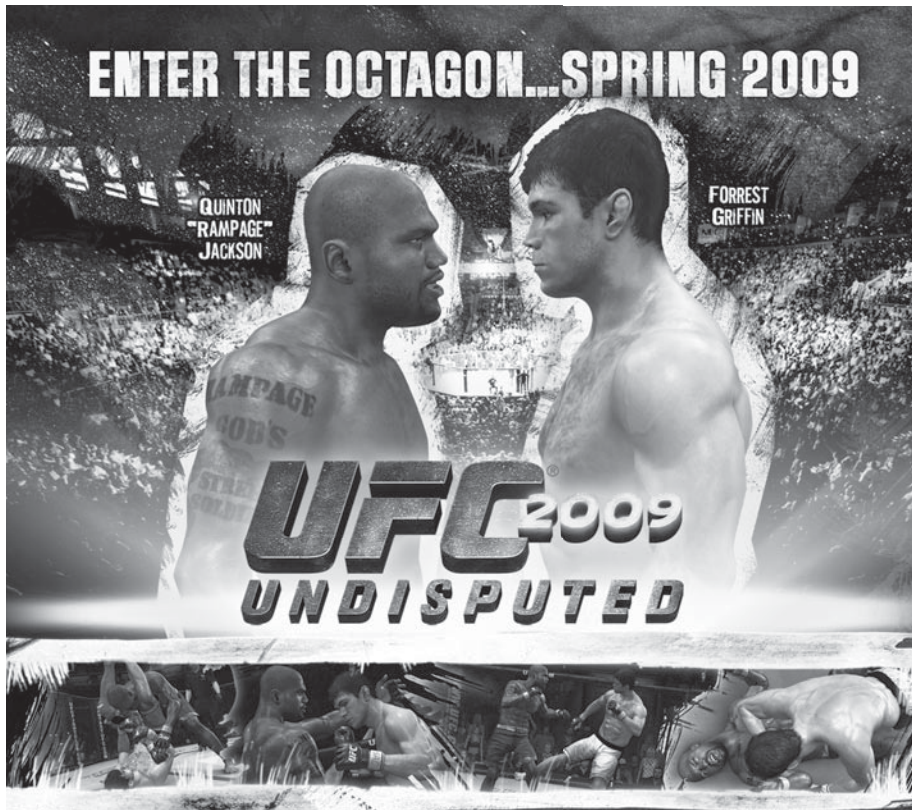
PhysX
by NVIDIA



PLAYSTATION 3



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PLAYSTATION 3



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BEFORE
I SELF
DESTRUCT

THE NEW STUDIO ALBUM
AND MOVIE COMING SOON



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NOTES

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Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

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THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

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