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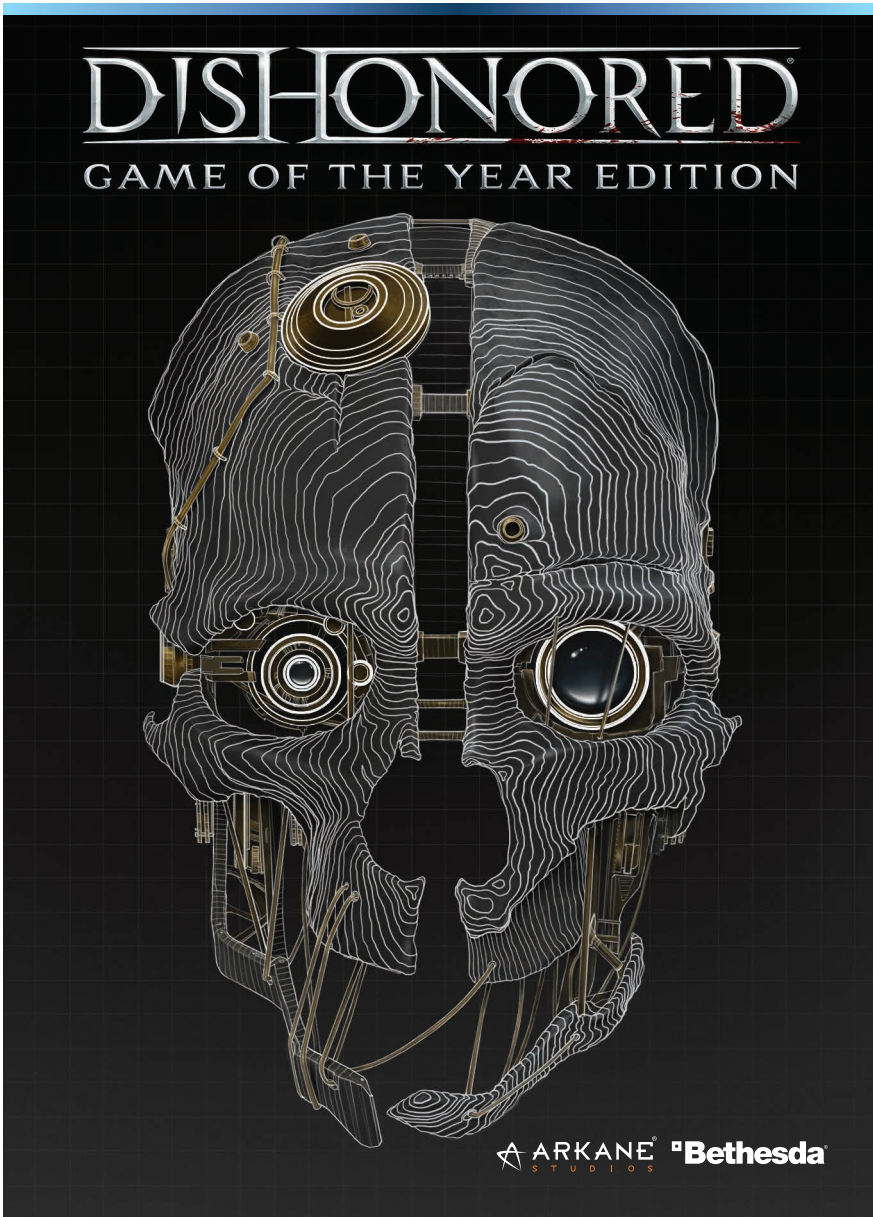
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Games for Windows®



THE KNIFE OF DUNWALL

PLACES OF INTEREST

Rothwild Slaughterhouse
Bundry Rothwild runs the dominant whaling house in Dunwall and uses technology developed by Anton Sokolov to aid in the extraction of the whale oil. The slaughterhouse is connected to the Greaves Refinery, allowing the raw whale oil to be quickly refined and processed.

The Legal District
Accusations of corruption do little to curb the power of Dunwall's most shrewd and wealthy lawyer, City Barrister Arnold Timsh. Secure in his fortress-like mansion, Timsh and his cronies prosecute Dunwall's labyrinthine laws. With the rat plague severely affecting the area, their services are needed more than ever to settle estates and assets of the departed in accordance with the policies of the Lord Regent. The City Watch keeps a strong presence in this district.

KEY CHARACTERS

Daud
Also known as the Knife of Dunwall, Daud leads the Whalers, a group of occultist assassins who are willing to kill any target for the right amount of coin.

Billie Lurk
She began as a sly street urchin with nothing to lose. After quietly following Daud for some time, she was recruited and now serves as Daud's second-in-command of the Whalers. Billie assists in eliminating some of Dunwall's most lucrative targets

THE BRIGMORE WITCHES

PLACES OF INTEREST

Drapers Ward
Before the plague, Drapers Ward was home to the most exclusive luxury clothing designers in Dunwall. Now, two rival gangs – the Hatters and the Dead Eels – have taken over the streets and continue to fight. Mortimer Hat still maintains a functioning textile mill in the Ward that manufactures death shrouds. The mill also serves as the headquarters for the Hatter gang.

Brigmore Manor
Now rumored to be home to women who practice black magic, Brigmore Manor was owned by one of Dunwall's wealthiest families. Since being abandoned, it has fallen into disrepair and remains shrouded in mystery.

KEY CHARACTERS

Lizzy Stride
Leader of one of the most notorious gangs in Dunwall, the Dead Eels, Lizzy Stride runs her territory from the Undine, docked on the shores of Wrenhaven River. She has a violent past, and shows no mercy towards rivals, but has been known to make shady deals to smuggle various and sundry items for certain contacts.

DAUD'S WEAPONS

Assassin Blade
Daud's main weapon, this is a razor-sharp blade that is used for stealth assassinations as well as melee combat. It is also the same blade used by Daud's men.

Wristbow
A silent, concealed weapon crafted from the finest materials. It can be loaded with bolts, sleep darts and explosive bolts.

Stun Mine
This non-lethal proximity mine can be placed on floors, walls or creatures. When triggered, it will deliver an electrical shock, rendering a target unconscious.

Arc Mine
A deadly proximity mine powered by whale oil; like the Stun Mine, it can be placed on floors, walls or creatures. When triggered, it will deliver a powerful electrical charge, reducing the target to ash.

Chokedust
This powerful irritant can be thrown, creating a noxious cloud. Affected enemies will be temporarily blinded and disabled.

DAUD'S POWERS

Blink
Move rapidly from place to place unnoticed. You can move horizontally as well as vertically and aim at ledges to climb over them. Time will freeze if you stop moving while you aim, even mid-jump.

Void Gaze
Reveals bone charms and runes in the world. At level two, void gaze shows you important items through solid walls, like security devices and valuable objects, as well as living beings. In addition to displaying an enemy's field-of-view, it also provides a visual representation of sound, making it especially useful for stealth.

Summon Assassin
Summon allies to join you in combat. Your assassin ally will choose the nearest enemy and attack. If you targeted an enemy, the assassin will attack that character first, then move on to other nearby enemies.

Arcane Bond
Share your powers with your assassin allies. Assassins will benefit from Blink and Vitality. At level two, assassins benefit from Bend Time and Shadow Kill.

Pull
This power allows you to grab inanimate objects from afar. Level two allows you to pull living things and bodies. When enemies are close enough, they are lifted helplessly and can be executed or choked out.

⚠ 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; and 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.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:

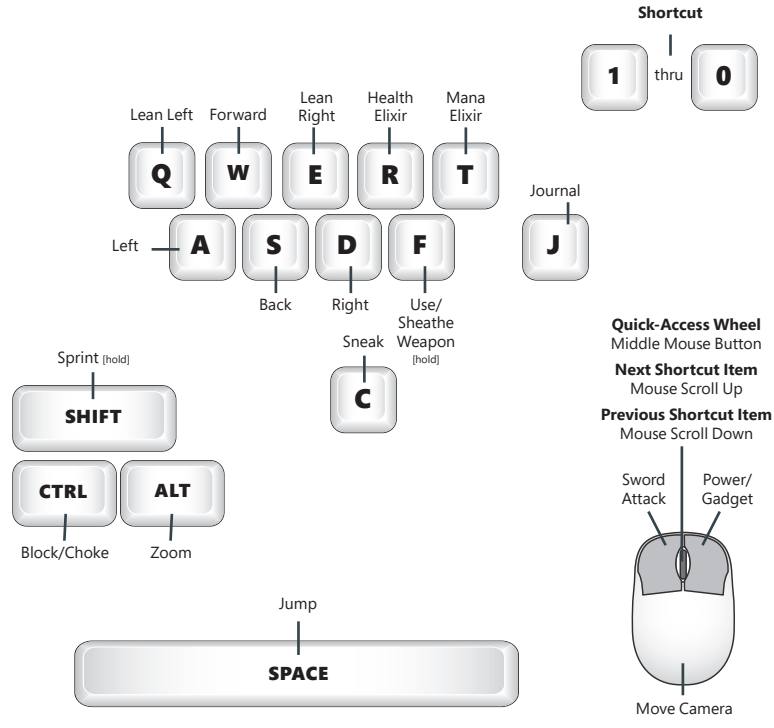


For further information visit http://www.pegi.info and pegionline.eu

Family Settings

Windows Parental Controls (Vista and Windows 7) enable parents and guardians to restrict access to mature-rated games and set time limits on how long they can play. For more information, go to **www.gamesforwindows.com/isyourfamilyset**.

GAME CONTROLS



INSTALLING THE GAME

Additional Game of the Year Edition content will be installed automatically when installing both Game of the Year Edition discs to the hard drive. In order to access the installed content, please do the following:

- Run *Dishonored®: Game of the Year Edition*
- Go to the Missions menu and select the desired content pack to play
- Once installed, all bonus items from Void Walker's Arsenal will be available after your first visit to the Void (Hounds Pit Pub)

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INSTALLATION

Insert the ***Dishonored*** Disc into your DVD drive and then use the menu that appears shortly after to install the game.

Should the menu not appear, open My Computer and double-click on the DVD drive that has the ***Dishonored*** Disc in it. Locate and double-click setup to begin the installation process.

Follow the instructions to install the game on your computer.

As soon as you launch ***Dishonored***, select New Game to start a new game.

STORY OVERVIEW

Dishonored takes place in Dunwall, an industrial whaling city in the grip of a terrible plague.

Dunwall, located on the Isle of Gristol, is the capital of the Empire of Isles, a collective of four nation-states, tightly grouped in an otherwise hostile ocean. In the years leading up to the plague, a new process was discovered for making whale oil more volatile, powering a series of astounding technological inventions. Despite Dunwall's technological prowess, the city's elite have been unable to stem the epidemic that has plunged the once-great capital into chaos. Crime and gang activity are at an all time high, and the City Watch – armed with militarized security technology – have cracked down hard on the populace. Food, whale oil and elixirs designed to fight the plague have been strictly rationed. The situation is dire.

This city is where you live… You, Corvo Attano, Royal Protector to Empress Jessamine Kaldwin.

Weeks ago, your Empress dispatched you to seek aid from Gristol's neighboring nations. Leaving the city of Dunwall, you traveled to the other Isles – Morley, Tyvia and Serkonos. Now you return to her with dreadful news…

The family silver mines haven't been producing as much, it's true. My brother Morgan and I have given it our all as they say, but apparently the quality of labor has greatly fallen since our father's time.

--Lord Custis Pendleton, House of Parliament

PLACES OF INTEREST

DUNWALL TOWER

Located along the Wrenhaven River that runs through the heart of the city, Dunwall Tower is the home of the Empress and other important government figures.



ESTATE DISTRICT

Built around a smaller tributary of the Wrenhaven River – referred to as the Serpentine – the Estate District is where Dunwall's aristocracy resides. In the center of the district is an ancient walled structure, the Boyle Estate, home to one of Dunwall's wealthiest families.



HOLGER SQUARE

The site of the Office of the High Overseer is home to the leader of the predominant religious group across the Isles, The Abbey of the Everyman.



THE FLOODED DISTRICT

Following the collapse of a water barrier, the buildings in this flooded district have mostly been vacated. It now plays host to thugs and thieves and supposedly, cultists and other practitioners of black magic as well. The City Watch has been spotted here dumping bodies of the plague-infected Weepers.



KALDWIN'S BRIDGE

This massive structure stretches across the Wrenhaven River. It was originally commissioned by Emperor Kaldwin, father of the Empress, but has been fortified in recent months with new Sokolov technologies.



KINGSPARROW ISLAND

This small island is located at the mouth of the Wrenhaven. A new lighthouse is currently being constructed here under the direction of the Royal Spymaster, Hiram Burrows.



The City Watch ain't as smart as you think. Mostly, they make their stripes fightin' young orphan kids out to steal their dinner. Any time the Watch comes up against me and the lads, or any of the other respectable outfits, it's a different story. They look the other way and whistle their way down the street. Most of 'em are afraid of a good knife fight.

--Black Sally

KEY CHARACTERS



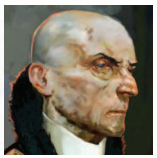
CORVO ATTANO
The Royal Protector, Corvo Attano, is originally from the Isle of Serkonos, making him an outsider in Dunwall. Assigned to serve the Empress as a diplomatic gesture, Corvo loyally serves as a bodyguard and agent.



EMPRESS JESSAMINE KALDWIN
Empress Jessamine Kaldwin rules over an empire in turmoil. She sees it as her duty to protect her people from the plague, and she regularly spars with her Royal Spymaster over how best to deal with the crisis.



EMILY KALDWIN
Young daughter of the Empress, and future heiress to the throne. Emily has spent most of her childhood under the protection of Corvo.



HIRAM BURROWS
The Royal Spymaster of Dunwall, Burrows is committed to ensuring his vision of Dunwall's future. He blames the City's problems on the Empress and on the laziness and disorder of the common people.



HIGH OVERSEER THADDEUS CAMPBELL
Dunwall's chief religious figure, High Overseer Campbell is the leader of the "Abbey of the Everyman."



ANTON SOKOLOV
Royal Physician and Head of the Academy of Natural Philosophy, Sokolov invented most of the new technology Dunwall has flourished on. Having painted portraits of the city's elite in his home on Kaldwin's Bridge, his talents are not limited to natural philosophy. Before the plague, "Sokolov Paintings" were considered fashionable and fetched a good price among the city's aristocracy.

MENUS

MAIN MENU



CONTINUE
Resume your game from your last saved point.

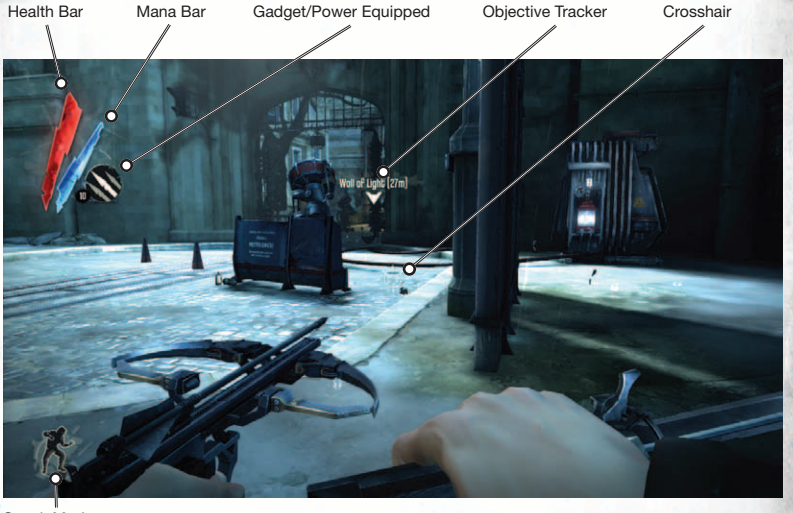
NEW GAME
Start a new game.

MISSIONS
Replay selected missions that you've already completed. (Note that you'll start the missions with the equipment you had when reaching them the first time.)

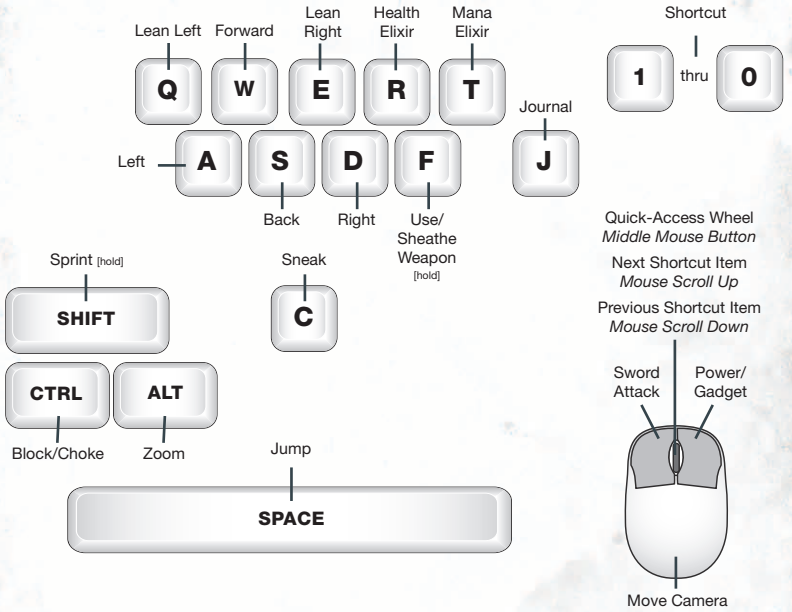
LOAD
Load a specific saved game. Note that while ***Dishonored*** will autosave at certain points, you can also save the game manually at any time when not in combat.

OPTIONS
Adjust gameplay, display, audio and control settings.

HEADS UP DISPLAY



CONTROLS LAYOUT



Controller instructions on back cover.

QUICK-ACCESS WHEEL

The Quick-Access Wheel lets you equip any of your gadgets or powers to your left hand. From there you can also use your health or mana elixir.

You can assign shortcuts to any of your gadgets or powers by highlighting them on the wheel and pressing **1** thru **0**.



I remember the night the dams broke and Rudshore flooded. Me and Crowley took some of the boys out there to see what we could grab. Rich people and servants running crazy, trying to carry rugs and furniture out as the waters came in. Easy money, that night.

--Slackjaw, Bottle Street Gang

JOURNAL

OBJECTIVES

Provides a high-level summary of your current mission. This menu also displays the goals you need to accomplish and allows you to enable/disable tracking of each one. “Mission Clues” lists useful information you have gathered so far and any mission-critical items you’re currently carrying.



NOTES

Lists all books, audiographs and written notes you’ve found in the game. Books usually provide background or story information, while notes very often pertain to specific missions.



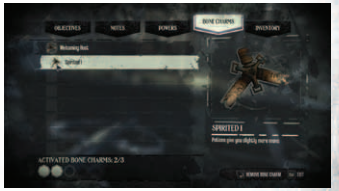
POWERS

Lists the supernatural powers you have acquired, and lists additional powers you can acquire or upgrade, along with their associated rune cost. In this section you will also find descriptions of all the powers and tactics related to their use.



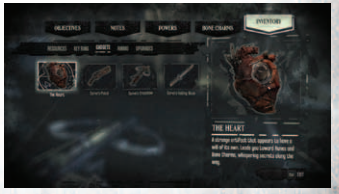
BONE CHARMS

Displays the Bone Charms you have collected and allows you to equip them to enhance your abilities.



INVENTORY

Displays any keys, ammunition, elixirs, gadgets or upgrades that you have collected.



GAMEPLAY

Dishonored's missions will provide you with specific goals, but each goal can be completed in numerous ways, allowing you to develop your own approach and style of play. A wide range of abilities and gadgets can be employed to support your chosen path.

COMBAT

Combat in ***Dishonored*** involves the dual-wielding of your sword and another power or gadget.



Your sword is always held in your right hand. Press **LEFT MOUSE BUTTON** to slash enemies and **CTRL** to block incoming attacks. Blocking just before an enemy lands a hit will result in a powerful counter that puts them off balance and allows for a quick counter-attack.

In your left hand, you can equip any of your available gadgets or powers, such as the Pistol, Crossbow, Grenades, Blink or Bend Time. Press and hold **MOUSE WHEEL BUTTON** to bring up the Quick-Access Wheel, use the **MOUSE WHEEL** to select your power or gadget, and press **1** thru **0** to activate it when in the game.

STEALTH

Toggle Sneak Mode by tapping **C** then hide behind cover so that enemies won't see you. While hidden behind walls and other objects, you can lean around a corner by holding **Q** or **E** to safely scout ahead.



Sound also factors into whether enemies will detect you, so avoid sprinting or making loud noises if you wish to remain undetected. Note that you can use sound as a way to distract enemies; fire a crossbow bolt or toss a nearby bottle in order to direct your enemies' attention in a specific direction.

Enemies will become alarmed and begin searching for you when they spot corpses and unconscious characters. To pick up an incapacitated enemy, look at the body and hold **F**. Find a remote location to hide them and drop the enemy by tapping **F**, or throw the body by clicking the **LEFT MOUSE BUTTON**.

Don't forget that your powers can be useful tools for stealth. Activate Bend Time to safely pass by enemies, teleport from cover to cover with Blink, or cast Dark Vision to spot enemies ahead of you.

ASSASSINATION

Approaching enemies unaware enables stealthy assassination moves.

When next to an enemy that has not yet spotted you, click the **LEFT MOUSE BUTTON** to quickly assassinate them. You can also pull off drop assassinations when falling or jumping from height; simply face the enemy as you fall toward them and click the **LEFT MOUSE BUTTON**, when prompted, to take them down from above.

For a nonlethal approach, you can also press and hold **CTRL** when directly behind an unaware enemy to choke and render them unconscious.

WEAPONS



SWORD

Corvo's primary weapon, the sword is equally useful for both stealth assassinations and melee combat. The dense metal used to create this unique sword makes it the perfect defensive weapon to block incoming blade attacks.



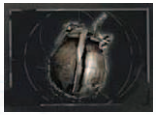
PISTOL

Used by officers of the City Watch, pistols are a good weapon to compliment your sword in a brawl. They can be armed with standard or explosive ammunition.



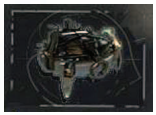
CROSSBOW

The crossbow is an excellent choice for silent takedowns. It can be loaded with a variety of ammunition, including regular metal bolts, sleep darts, or the more destructive incendiary bolts.



GRENADES

Thrown explosives are useful for killing multiple targets at once or for taking down particularly tough enemies. Its variation, the Sticky Grenade, will attach to any surface — including living creatures — before detonating.



SPRING RAZOR

These deadly devices act like proximity mines that can be fixed to floors, walls or creatures. When activated, the trap unleashes a flurry of blades, eviscerating anything in the vicinity.

SUPERNATURAL POWERS

Each of these powers can be upgraded to a second level to improve its functionality.



Blink - Stealthily teleports you to a nearby location. Hold **RIGHT MOUSE BUTTON** to activate the Blink targeting icon, aim the icon with the **MOUSE** and release **RIGHT MOUSE BUTTON** to Blink to the chosen location. Aim the Blink icon at ledges to reach higher locations, or combine Blink with a jump to pull off acrobatic maneuvers. Level two grants increased range.



Dark Vision - Reveals the outline of living beings through solid walls. In addition to displaying an enemy's field-of-view, Dark Vision also provides a visual representation of sound, making it especially useful for stealth. Level two highlights security systems and valuable objects.



Possession - Physically merges you with any creature's body for a limited time, allowing you to hide or pass through small spaces undetected. Level two allows for the possession of humans.



Bend Time - Dramatically slows the world around you for a limited time, allowing you to fight or sneak more effectively. At level two, time is completely stopped, during which enemies and security systems will be unaware of you.



Devouring Swarm - Summons a vicious swarm of rats that will consume corpses or attack the nearest living thing. Level two summons a larger, more vicious swarm of rats. Only one rat swarm can be active at a time.



Windblast - Releases a powerful blast of wind, knocking your enemies off their feet. This power will also douse fires, shatter wooden doors and reflect projectiles back at the enemy who fired them. Level two increases the power of the blast.



Shadow Kill - Each time you assassinate an unaware enemy, his body turns to ash. At level two, even enemies aware of your presence will turn to ash after being killed.



Blood Thirsty - Allows you to build up Adrenaline by blocking attacks, performing assassinations or inflicting damage. Once Adrenaline is maxed out you can unleash a deadly attack. Level two increases the rate of Adrenaline buildup and enables a double-attack that kills multiple enemies.



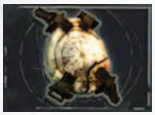
Agility - Enables you to jump higher. Level two allows you to run faster.



Vitality - Increases your maximum health. At level two, part of your health regenerates.

WITCHCRAFT & THE OUTSIDER

Amidst the recent industrial surge in Dunwall, the specter of the mysterious Outsider is still present in the city's darkest corners.



RUNES: The Outsider's power is channeled through artifacts carved from whale bones, called Runes. Collecting Runes allows you to spend them on accessing new powers. Choose your powers wisely, as Runes are a rare resource.



BONE CHARMS: While exploring Dunwall you will also find Bone Charms, a lesser version of Runes that will enable you to boost some of your abilities. You can only equip a limited number of Bone Charms at any given time, though this limit can be increased during the course of the game.

SHOP / UPGRADES / BLUEPRINTS



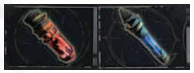
With the city falling into chaos, any miscellaneous goods you find can fetch a high price on the black market. The money you earn from pawning these items can be used to purchase new equipment upgrades.

You will also run across Blueprints while exploring Dunwall. Collect them to gain access to advanced equipment upgrades. Once a Blueprint is collected, the matching equipment upgrade will be available for purchase at Piero's workshop.

My time is greatly in demand, I assure you. The work is constant, lecturing at the Academy, painting portraits of the gentry, or supervising the installation of a new security system somewhere in the city. So if I spend a night or two at my home on Kaldwin's Bridge, pursuing my own pleasures, you'll have to forgive me. Or don't. It matters nothing to me.

--Royal Physician Anton Sokolov, Academy of Natural Philosophy

MISCELLANEOUS ITEMS OF INTEREST



Elixirs: Elixirs can be found throughout Dunwall and used at any time to replenish your health (red elixir) or your mana (blue elixir).



Food: Eating food is a quick way to restore some health. Unlike elixirs, food cannot be stored and is automatically consumed when picked up.



Rewire tools: These are single-use items that allow you to hack city devices. Once rewired, alarms can no longer be sounded, while Walls of Light, Arc Pylons and Watch Towers will turn against the City Watch.

I've been a nanny in some fine houses across Dunwall and I can tell you, I dread the day that some of those children grow up to run this city. Most of them are even more spoiled than their parents, and all the nannies in the world couldn't help them become decent folk.

--Callista Curnow

THE CITY WATCH

Dunwall is littered with technology that the City Watch employs to control the populace. Depending on the situation, you may wish to avoid, disable, or rewire these devices.



WATCH ALARM

When activated, this simple alarm system will signal guards in the area to search for you. Switch them off to end the search, or rewire them to disable the alarm permanently.



WATCH TOWER

Watch towers scan the surrounding area with massive floodlights, firing flaming arrows at enemies of the City Watch. Stay out of the light to pass by undetected, or find a way to climb up and disable them.



WALL OF LIGHT

Only City Watch guards can pass through a Wall of Light without being instantly vaporized. Deactivate these barriers by removing their energy source, or bypass them using other creative means.



ARC PYLON

Arc Pylons disintegrate enemies of the City Watch that come within their proximity. Like the Wall of Light, they can be deactivated or subverted in several ways.

FAMILY SETTINGS

Windows Parental Controls (Vista and Windows 7) enable parents and guardians to restrict access to mature-rated games and set time limits on how long they can play. For more information, go to ***www.gamesforwindows.com/isyourfamilyset***

It's all wonderful, the new Sokolov devices. Those fierce walls of light, keeping the riffraff at bay, and now we've got electrical lighting in the evening, making our garden dinners much more pleasant. And all it costs is a bit of whale oil, simply plucked from the Ocean. It's a marvelous age to be alive.

--Waverly Boyle