



## The Chronicles of Riddick: Escape from Butcher Bay

X-Box

Developer: **Starbreeze AB**

Publisher: **Vivendi Universal Games, Inc.**

Rated: **"M" for Mature**

### **Strategy Guide & Walkthrough**

written by **JPaterson**

## INTRODUCTION

*Butcher Bay, the deadliest prison in the galaxy. Nobody's ever escaped. But they haven't met me.*

In *The Chronicles of Riddick: Escape from Butcher Bay*, you take on the role of Richard B. Riddick, the anti-hero who was first introduced in the 1999 film *Pitch Black*, and the recently released *The Chronicles of Riddick*.

The game opens with you being transported to Butcher Bay, the deadliest and most notorious prison in the known galaxy. Johns, the man who captured you, hands you off to the guards. After a strange dream, you are escorted to your cell, where your journey begins. You must make your way through the prison complex, going from the normal area, to the double max, to the triple max security detention area, and eventually to the corporate offices. Your goal is to escape from the prison. Alive, if possible.

You'll have a variety of weapons at your disposal, including the standard Assault Rifle and Shotgun. You also gain access to lethal melee weapons, including a shiv, a screwdriver, a scalpel and a club.

The voiceover cast is performed by some well known people, including Vin Diesel (from *Pitch Black*), Xzibit (rap artist), Dwight Schultz ('Murdock' from TV's *The A-Team*), Ron Perlman (star of several movies), and Cole Hauser (who reprises his role from *Pitch Black*).

If you would like more information about *The Chronicles of Riddick: Escape from Butcher Bay*, be sure to check out the official website at <http://www.escapefrombutcherbay.com/us/>.

# BASICS

## Weapons

Fighting plays a big role in the game. When using the Assault Rifle, do not hold down the trigger. Fire in short bursts. This way, you have a better chance of landing more hits. Holding down the fire button constantly causes you to waste ammo on a target you'll only hit a few times.

## Getting Health

In Escape from Butcher Bay, there are no health packs. Instead, regaining health is controlled via machines or standing still.

### NanoMED Station

The NanoMED station can provide you with up to four squares of health, and then it runs dry. You can refill a NanoMED station by finding a NanoMED cartridge. If you have three out of four squares of health, and you use a station, you'll only be charged for the one square. These are found throughout the entire game.

### Sit-Down Station

This larger NanoMED station, which looks like a driving game arcade cabinet, will refill your health, but also add one square to it. If you have four squares and use this machine, you'll then have five squares. This machine can only be used once, and it can't be recharged. They are few and far between.

### Standing Still

If you've lost a portion of one square, just stand still (or crouch), and don't move at all; the one square will refill. This only works on a square that is near empty, but isn't gone.

## Hand-to-Hand Fighting

Whenever you are in a melee fight, there is one combo you should use all the time, and it is:

LEFT, RIGHT, LEFT, RIGHT, DOWN

This results in a left punch, right punch, left punch, right punch, and an uppercut. No matter what weapon you have equipped, be it the shiv, screwdriver, or just your fists, this is a deadly combination that does the most damage.

## Cigarette Packs

Throughout the game, you will find various cigarette packs. There are fifty nine of them in total, and each one unlocks a special feature, such as concept art from the game, images of movie props, and even Riddick in Alpha stage.

## Heavy Guard

Near the very end of the game, you get to control a heavy guard for about ten minutes. It is a very dangerous mech that has a minigun and flame bomb. While the heavy guard does have a limited amount of health, you'd have to stand still for a few minutes while enemies pour on you before you actually die. You're pretty much invincible in the thing.

Left Thumbstick	Move/Strafe
Right Thumbstick	Look left, right, up and down
Left Trigger	Launch fire bomb
Right Trigger	Fire minigun

## Controlling Riddick

Here are the complete controls for the game. These are the default controls.

Left Thumbstick	Move
Left Thumbstick CLICK	Crouch
Right Thumbstick	Look left, right, up and down
Right Thumbstick CLICK	Eyeshine (once acquired)
A	Jump
X	Action (use locks, turn valves, etc.)
Y	Switch weapon
B	Reload
Left Trigger	Block (melee)/sneak attack (neck break when combined with X)
Right Trigger	Punch (melee)/fire weapon/loud neckbreak
D-Pad Up	Lean Up
D-Pad Left	Lean Left
D-Pad Right	Lean Right

D-Pad Down

White

Black

Back

Start

Duck

Flashlight (on guns)

Zoom (once zooms close, second zooms closer, third resets zoom to normal view)

Journal/Inventory/Collection/Map

Pause/Opens menu

## WEAPONS & ITEMS

### Abbott's Card

Found on Abbott's corpse, it'll allow you to gain access to the mines.

### Assault Rifle

One of the better weapons in the game (I find it better than the shotgun). It fires fast, and can take down an enemy in about ten shots. It holds thirty eight bullets.

### Bombcan

A beer can, and it's filled with explosives. It'll allow you access to a deeper area of the prison.

### Bottle of Booze

Used to trade with a guard for cigarettes.

### Charged powercell

Same thing as the powercell, except it's charged and usable.

### Club

The club can inflict heavy damage, and even rivals the shiv in terms of damage dealt. I like it better than the shiv myself, but to each his own.

### Combat Knife

A real knife, not prison made or anything. It's like the shiv or scalpel, and can kill with one stab silently.

### Drugs

One of two ways of completing part of the main story; getting caught with the drugs advances the story.

### Elevator Code

This is given to you by Jagger when you return his package.

### Flare

The flares can provide you with light should you have one and are without a weapon or a working light (like in The Pit). They last about one minute.

### Gas Room Code

Jagger Valance gives you this, which gives you access to a room that has a package of his.

### Glasses

These are found in the mine, and are required as part of a side mission.

### Grenade

Grenades are explosive weapons that can cause a lot of damage. You don't even find one of these until far into the game.

### Gun

A standard pistol. It's more accurate than both the assault rifle and shotgun, but not as powerful as either. It can hold fourteen rounds.

### Injector

Found in the Feed Ward as part of a side mission.

### Jagger's Package

Found in the gas room, this package is required to continue the main story.

### Knuckleduster

This is a weapon that adds more damage to hand-to-hand combat. Sort of like brass knuckles.

### List of rats

This is part one of a list you must find to complete a side mission.

### Minigun

Found only on Riot Guards, the minigun fires fast and is deadly, but your speed is seriously reduced.

### Moth

Used to buy cigarette packs from an inmate, assuming you have the patience to collect all the moths.

### NanoMED Cartridge

The NanoMED Cartridge can refill a NanoMED station that is empty to it's full capacity of four.

**Poison**

Picked up off a dead inmate, and is used as part of a side mission in the Feed Ward.

**Power Cell**

You find this in the equipment center, and it's used to power up a drilling machine.

**Prototype Rifle**

You find this later on in the game. It's exactly like the Assault Rifle, except the ammo counter is broken, and it doesn't have a DNA protected trigger, so you can use it all you like.

**Red Security Card**

Like other cards, it gives access to different doors in and around the Container Router.

**Red Tube**

Found in the Feed Ward as part of a side mission.

**Rifle-case**

You get this item from the shopkeeper in the Guard Quarters so that you can gain access to Abbott's apartment.

**Shiv**

Your first deadly weapon, the shiv is kind of like a knife. Can be made of many different materials, including glass.

**Scalpel**

An instrument used by surgeons. In Riddick, it's like the shiv.

**Screwdriver**

Even though it's a tool, it can be used in the same way as a scalpel; to kill things.

**Secret Code**

Given to you by Shabby for killing Molina.

**Security Card**

Found on a guard, it'll let you access the Cargo Transport area.

**Security Code**

Found on various guards, and unlocks various doors.

**Shotgun**

Another firearm, it's good closeup, but somewhat useless at long range. It can hold seven rounds in one clip.

**Tool Room Key**

This key, found in the abandoned equipment center, opens an older-style door.

**Tranquilizer gun**

The Tranquilizer has unlimited ammunition. When fired at a guard, it will cause them to spasm and collapse, allowing you to run up to them and kick them in the head, killing them. It can also be used on the Riot Guards. You can't kill them, but it'll stun them for about seven seconds, giving you time to get away. You can keep stunning them over and over, as long as you wish. It has a three second charge delay.

**UD Money**

This is what you use to buy cigarette packs and items off of various people. It's usually found lying around, or on guard's corpses.

**Valve**

Used to open a locked gate in The Pit.

**Vent Tool**

Found throughout the game, they allow you to open the ventilation shafts, which provide access to various areas.

**White Security Card**

Found in Tower 19, it'll let you access various doors.

## CREDITS

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