

THE CAST

EDDIE RIGGS

During a freak stage accident, Eddie Riggs, the world's best Roadie, met his untimely, but ultimately awesome, end. Unbeknownst to him, the grizzled rock veteran was wearing a special belt buckle representing Ormagöden, one of the gods of Metal. When Eddie's blood spilled onto the buckle, he was transported to a strange, but somehow familiar world. This was the world of Metal! Long after the titans, the metal gods, fell, the world came under the rule of a most heinous tyrant, Doviculus—more on that dirtbag later.

When he arrived in the new land, Eddie found his everyday abilities in his old world granted him new, kick-ass powers in this new world. Things like power chords and simple—and by simple I mean “things only an awesome guitarist could dream of doing”—guitar riffs could unleash special elemental attacks! With his newfound power and a steely resolve to free his fellow humans, Eddie sought to fulfill his destiny. What that destiny would be, was anyone's guess.



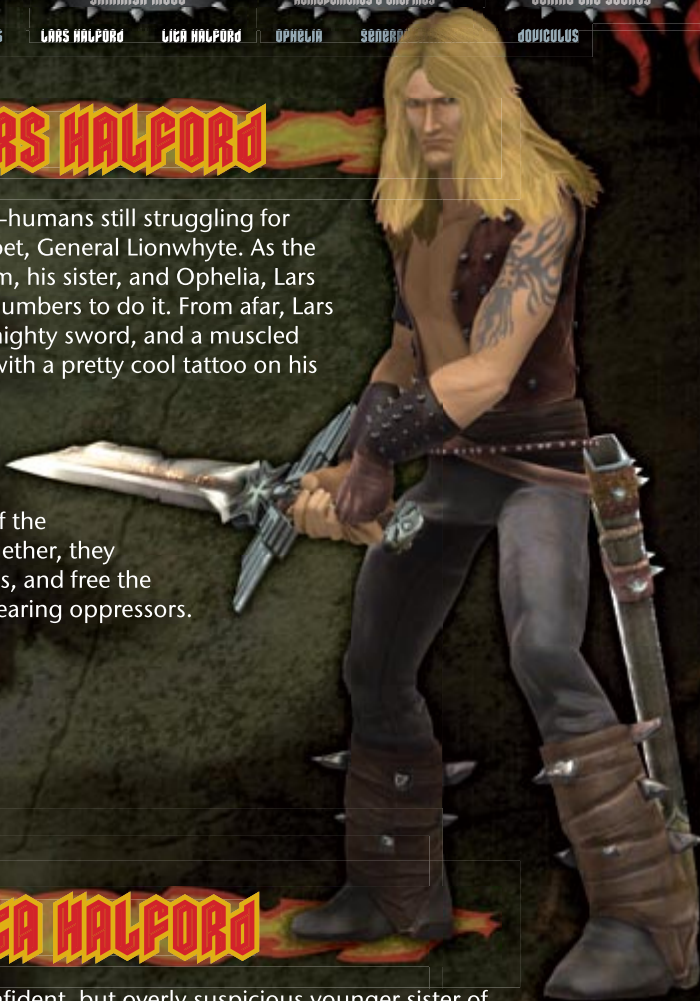
UH, IN CASE YOU HAVEN'T GUESSED IT YET, THIS IS YOU, SORRY IF YOU'RE A CHICK; THERE IS NO "CHICK" VERSION OF EDDIE. THOUGH IF THERE WAS, SHE'D PROBABLY BE EITHER REALLY HOT OR FAR TOO MANLY TO STAR IN HER OWN GAME. GET OVER IT.



LARS HALFORD

Lars Halford is one of the few—and we mean *few*—humans still struggling for freedom against Emperor Doviculus and his puppet, General Lionwhyte. As the leader of the Halford army, which is essentially him, his sister, and Ophelia, Lars has the heart to lead the rebellion, but lacks the numbers to do it. From afar, Lars resembles a Viking warrior with golden locks, a mighty sword, and a muscled physique. Up close, he's a strong, shirtless dude with a pretty cool tattoo on his arm.

Make no mistake about it, however, Lars has the potential to be a well-rounded leader, if only he got the opportunity. With Eddie by his side, Lars gets exactly that. If Lars is the King of the remaining humans, then Eddie is his General. Together, they attempt to defeat Lionwhyte, overthrow Doviculus, and free the humans from their crappy, ballad-loving, S&M wearing oppressors.



LITA HALFORD

Lita is the strong, confident, but overly suspicious younger sister of Lars. Though she's a valiant warrior who is highly skilled in combat with her spear, blade, weapon thing, she's also often idealistic. Before Eddie's arrival, Lita served as Lars's second in command. Of course, that was second of three in command, but it was a start. About the only thing that Lita is not idealistic about is her brother's love interest, Ophelia.

Lita harbors a deep resentment and suspicion of Ophelia and refuses to look past her ... um, past. Because Ophelia's family had ties to the dreaded Black Tears rebellion, Lita still feels that Ophelia is somehow working for Doviculus. Only time will tell if she's right or if she's overreacting.

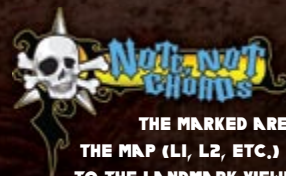


LANDMARKS



This was once an impressive land, you know. It wasn't all shrubbery and ruin like you may have thought. In fact, back when the titans still roamed the land, they erected 32 impressive Landmarks as monuments for all that is Metal! If you happen to pass by an impressive sight, take a moment and look around. Chances are, there is a viewing scope nearby where you can take in the vista and go, "Whoa ... killer." And if you can't find one of those little scope thingies, then that probably means it's not a Landmark and you have a strange sense of beauty.

In fact, we'll do the leg work for you. Check the list below to find where you can view all 32 Landmarks in the world of Metal!



THE MARKED AREAS ON THE MAP (L1, L2, ETC.) REFER TO THE LANDMARK VIEWERS, NOT THE LANDMARKS THEMSELVES.

BLADEHENSE

L1



HENSE PARK

L3



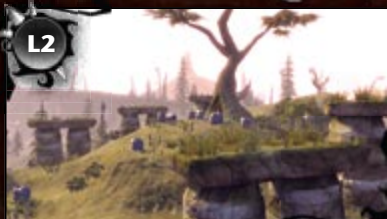
IRON CROSS

L5



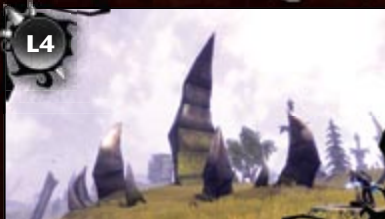
BEERHENSE

L2



IRON CLAW

L4



HORNS HAND

L6



CREATURES OF THE WORLD

In the world of Metal, you are both the hunter and the hunted. As you hunt down Lionwhyte and Doviculus, you are also being hunted by the many creatures roaming the land. If you don't know what to expect as you travel from area to area, you'll find yourself always on the run.

HARMLESS CREATURES



THESE CREATURES DON'T
HAVE ANY ONE NATIVE AREA.



FAN LEECHES

All right, so these won't hunt you down or attack you in the wild. In fact, you won't find them anywhere outside of band battles. Fan Leeches are bothersome creatures that feed on fan geysers during band battles. To remove them from sucking on the fan geysers, order your units to attack them while they feed.

SPARKPLUS BUSS

These Sparkplug Bugs usually float in small swarms over sweet jumps. Keep your eyes open for them as you travel across the world. If you spot a swarm and manage to jump through them on the Deuce, they'll reward you with Fire Tributes!



BLADEHENGE CREATURES

URCHIN

Urchin are Bladehenge's small metal porcupine looking things. While not particularly dangerous for you, these spiky little beasts are very dangerous for other creatures and enemies. The Urchins are too small to ride, but they're the perfect size for tossing. Stun them with the Shocker, then pick them up and toss them to use them like projectiles!



RAPTOR ELK



Raptor Elk are demonic deer with kick-ass horns. Though they're actually peaceful creatures by nature, they will attack when provoked. And though they travel in packs, you can often find one roaming by itself. Stun it with Shocker and hop onto it for a ride. If you want to do some real damage, you can initiate the Raptor Elk's ram attack to mow over enemies. Like the Urchin, these creatures can be found roaming the area around Bladehenge.

RAZORFIRE MEADOW

TOLLUSK

Tollusk are big, armored beasts that wander around the Bladehenge and Razorfire Meadow areas. Unlike the Urchin and Raptor Elk, these monstrosities *will* attack if you get too close. Either stay away from them as much as possible, or take them down with several axe combos as you evade their powerful swipe attacks. They're hard to tame, but you'll need to ride one to achieve the Beast Master Achievement/Trophy.



RAZORFIRE BOARS



Not only are Razorfire Boars pissed off pigs, they're great ranged weapons, too! The weapon of choice for Razor Girls everywhere, the Razorfire Boars are fast, dangerous, and always extremely aggressive. Though they only dwell in the Razorfire Meadow northwest of Bladehenge, they can be mounted and ridden like a motorcycle to anywhere in the world of Metal.



... STUN A RAZORFIRE BOAR
AND MOUNT IT. THEN RIDE THE
WILD BEAST TO THE SEA OF BLACK
TEARS FOR A NICE SURPRISE.

BRÜTAL LEGEND

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The following pages tell the story of how Eddie, a once lowly Roadie toiling in the shadows, came to the land of metal and rallied that last of the humans to rise against their demon oppressor. It's an amazing tale of heroism, strength ... um, and overall general awesomeness. Though his journey was dangerous, it was also filled with laughter, love, and ... Oh, forget all that. Turn the page to see how Eddie came, Eddie saw, and Eddie kicked some major ass.



WELCOME TO THE AGE OF METAL

THE FINAL SHOW



It was just another day for Eddie Riggs. As he sat backstage, quietly tuning the band's guitars—one of which had been completely obliterated during the previous show—one of the kids from the band (I think it was Kabbage Boy himself, I can't be sure) sauntered up to him while poking at his Blueberry or Sidecrap or whatever it's called. Eddie could see that beyond the sissy *Phantom of the Opera* mask, there was a glimmer of true rock stardom....

Not really, actually. But the kid's manager signed Eddie's paychecks, so he had to listen to him. You see, Eddie could build or fix anything. And even though the stage he'd built for the band was so epically full of hardcore, the band wanted a new stage built to appeal to their 'Tween demographic. Bummer.

Eddie listened to the band member's pleas for a new stage and quickly forgot them. Though he was certain he'd eventually have to do it. Bummer again. Minutes later, the band went onstage to face thousands of screaming fans. No sooner had Kabbage Boy taken the stage, than one of the guitarists—if you could call him that—had climbed high atop one of the stage props.



Despite having been told many a time *not* to climb the stage, the idiot had done so anyway. As you might expect, the guitarist lost his footing and slipped. As he hung dangerously from one hand, two thoughts ran through Eddie's mind: one, "Awesome," and two, "I'd better save him." It was the second thought that sent Eddie into a sprint, allowing him to reach the falling guitar just in time.

The guitar was safe, but the guitarist still hung high over the totally kick-ass stage. When his hand finally gave, he too went into a free fall. Eddie stood his ground only to catch the dumba... um, the *clumsy* guitarist and save his sorry hide.



Unfortunately, before Eddie could step back into the backstage darkness, the stage came to him. No, literally; the stage crumbled and fell directly on top of him. For most Roadies, it was the perfect way to go—done in by his very own badassness. But for Eddie this was just the beginning.

OUT OF THE DARKNESS AND INTO THE ... MORE DARKNESS



When Eddie Riggs opened his eyes, he was no longer at the show (thank the metal gods!). Instead, he was lying in a large altar-like place lit by tons of candles and made entirely of stone. If he hadn't just died, this would've been an awesome place to set up a stage. But alas, he'd passed from his former life to whatever this new place was. And it was actually kind of awesome.

Nearby, on the area below him were several creepy druid dudes praying to a killer axe. Like, a *real* axe, not a guitar. As the druid dudes prayed to their god, Eddie stood up and addressed them, fearing he'd been mistaken for their god—although that would've been pretty sweet. When they noticed him, the druid dudes drew their swords and slowly approached.



Hastily, Eddie rushed down the steps toward the sacred axe and ripped it from the ground. As he hoisted the axe over his head like an ancient Viking warrior or one of those old Roman gladiator guys, the evil druids continued to approach. Without hesitation, he launched himself at the enemy, swinging his bloodthirsty axe, which henceforth he called, the Separator! Get it? Because it separates body parts.



Anyhow, Eddie quickly realized that he could string together axe attacks (attaxes?... *hmm*, never mind) by timing his savage blows carefully. By rapidly executing the "Axe Attack," Riggs was able to put together killer combos. By holding an Axe Attack, Eddie could unleash an Unstoppable Axe Attack that crashed down on the evil creatures' heads.

Rather than stay in the thick of things and get surrounded by multiple enemies, Eddie wisely moved toward the edge of the altar area. From there, he could draw the creatures toward him and ambush them with his most savage slashing blows. He destroyed the first three creatures with extreme prejudice while a fourth attempted to get a hold of Eddie's guitar where it lay at the top of the altar.

He ran back up the steps to where his guitar was and snatched it up before his enemies could. Eddie found that in this world, playing certain kick-ass guitar riffs could call on the power of lightning and fire. Just as metal should. With his guitar back in his hands, Eddie could summon the power of metal to destroy his enemies! (If only Kabbage Boy were still around.)



He turned around to find several more evil druid dudes sneaking up behind him. Before they could near, Eddie called on the power of lightning, dubbed the Shocker, and blasted the closest creep. While the enemy staggered, stunned and debilitated, Eddie played a second riff, calling on Pyro, the most powerful of stage effects. This one blasted his enemies high into the air, set ablaze in a kick-ass display of pyrotechnics.

There were still more enemies left to dispatch, so he drew the Separator and let it fly. Before he could finish them off, it dawned on him that he might be able to combine his powers and unleash a devastating power chord attack. Slowly his enemies formed around him. When they were within striking distance, Eddie unleashed the Earthshaker. Its superior awesomeness sent them flying into the air and shook the foundation of the altar-place ... thing.



Eddie continued to battle waves of approaching enemies, combining all that he had learned. As enemies approached, he stunned them with the Shocker. If they got too close, he sent them flying with Pyro or Earthshaker. But near or far, they all felt the wrath of the Separator!



... DO NOT ALLOW YOURSELF TO BE
SURROUNDED BY THE ENEMY. SHOULD YOU FIND
THINE SELF SURROUNDED ON ALL SIDES, YOU
WILL MEET WITH CERTAIN DOOM!

PARTIED ALL NIGHT LONG



Eddie was no stranger to partying until the wee hours of the morning, so it was of no surprise to him when he learned that he'd fought the evil druid dudes all night long. It wasn't until the darkness turned to light (the morning) that *she* made her grand and creepy entrance. *She* was an evil demon nun, but kind of hot at the same time. Before he knew it, the evil Battle Nun had descended from her walking S&M chariot-vehicle thing and picked a fight!



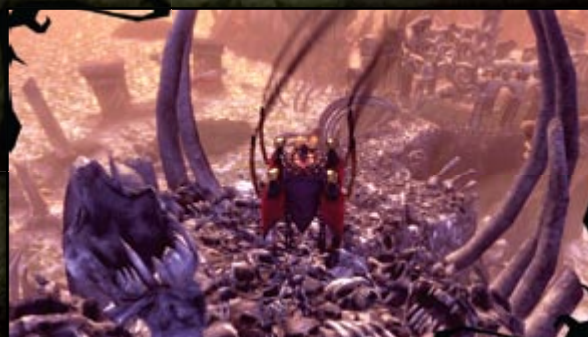
The nun spewed darkness from her mouth most foul! But Eddie knew that surviving this battle would require defensive abilities as well as his badass battle skills, so he held his axe up high and blocked the Battle Nun's attacks. When she stopped attacking, Eddie unleashed Earthshaker on her and her attacking minions, sending them flying back and away. While her minions staggered, Eddie locked on the hot, evil nun and lunged forward with a flurry of axe combos.

Eddie circled around the Battle Nun, attacking with his axe and occasionally stunning her with the Shocker. When her minions returned to within striking distance he rolled evasively away from their range and retaliated with Pyro attacks. One by one, the minions fell, leaving Eddie and his hot Battle Nun to clash in combat!

After a few Unstoppable Axe Attacks, the evil Battle Nun fell to the mighty Roadie. When the dust settled, Eddie found himself perched high atop a pile of skulls, bones, and creepy, evil stuff. For this was the altar of rock, and he had sacrificed his enemies on it.



With nowhere left to go, Eddie climbed atop the Battle Nun's S&M chariot thing and began to pray. Slowly, it lumbered down the pile of bones while Eddie prayed to the dark forces that seemed to rule this new world.



Upon reaching the bottom of the altar, Eddie dismounted his cool, yet creepy chariot and immediately found himself surrounded by a glowing force field. Outside the field's glow he could make out more enemies waiting to pounce. Rather than wait around all day for something to happen, Eddie unleashed an Earthshaker attack and dispersed the field.

Of the many enemies outside the force field, only one remained. Riggs drew his axe and struck ... only to find that this was no normal evil druid dude (which, I guess is normal for this place), and it wasn't even a dude at all! No, this was a supremely hot human. A total babe!



Her name was Ophelia, and the angels sang rock ballads as she removed her hood. (Good rock ballads, none of that soft crap.) She was skilled in combat as well, and teamed up with Eddie while they fought more druids and Battle Nuns (who didn't seem as hot anymore, now that Ophelia was around). The two slashed past druids, carefully chopping them down with their bloodthi—did I already say bloodthirsty?—I meant with their *gleaming* blades.

The druids were no match for the melee combos of the warriors of rock, but slaying the Battle Nuns required a special approach in battle. When they approached a Battle Nun, Eddie and Ophelia would execute Double Team attacks to weaken the sinister spinster. To finish them off, Eddie blasted the engines hanging overhead with the Earthshaker, bringing them crashing down on his enemies.

The duo fought their way past several groups of Battle Nuns and druids, crushing them with Double Team attacks and falling engines until they reached the far side of this metal museum. As they fought valiantly, Eddie learned a new attack, the Grand Slam. He used it to finish off the last few druids and then rested upon the exit door.



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From the door's peephole, Eddie and Ophelia could see an oncoming swarm of druids. They were trapped. This was nothing new to Eddie, however. He'd fended off swarms of groupie fans before, and they're far more dangerous than blade-toting druids. Well ... kind of. Still, Ophelia looked worried, so he needed to find a way out of this mess.

He examined the altar across from the exit door and found a sacred guitar riff, the Relic Raiser! His windmill arm rocked the major tunage and the altar exploded in a dazzling display of total awesome!



When the pyrotechnic smoke cleared, he found several car parts scattered around the area. Eddie did as roadies do and quickly assembled the vehicle that he lovingly dubbed, the Deuce, aka the Druid Plow. It even had an eight ball shifter knob!



SECONDARY SIDE MISSIONS

PEOPLE TO SEE

As you progress through the adventure, you'll find several people living in the world of Metal in need of help. Some may simply need help delivering a frosty brew, while others may just want a good old fashioned challenge. If its not too much to ask, stop by and oblige. After all, there's something in it for you, too!

BEAT FLETUS! RACE CHALLENGES



Fletus is a lone demon that marches to the beat of his own oil drum. At first, he's not the friendliest dude around, but after facing you in one-on-one races he slowly begins to develop a sense of respect for you. Of course, he'll never admit to that, but you can tell. He's a tough guy, but inside is a big demon softy. A big demon softy that probably smells. A big demon softy that probably smells and would probably eat you if he ever got hungry enough. Yeah, that.

Racing against Fletus isn't timed, so don't worry about getting to each checkpoint or to the end within a certain amount of time. As long as you reach the end before

Fletus, you win the race. It's as simple as that. We highly suggest you complete many of these races after upgrading your Deuce's nitro and engine. If you find that you're having a hard time keeping up with Fletus, return to repeat the race after upgrading the Deuce.



... CHALLENGE THYSELF AND COMPLETE ALL RACES AGAINST FLEETING FLETUS TO ACQUIRE TWO MOST EXCELLENT BONUSES: THE SQUEAL LIKE A CHICKEN BONUS AND FLETUS'S OWN SQUEALER SAUCE FOR THE DEUCE!



RACE TO THE BATTERED PLAINS: RACE 1

Race to the Battered Plains is a simple, straightforward race. Since it is your first encounter with Fletus, don't expect anything tricky. Simply get out ahead of Fletus with a few nitros, then follow the race markers to the end.



After accepting Fletus's challenge, the race begins on the highway nearby. The race doesn't stay on the road for long, however, as the first turn is right off the road where the pavement veers left.



Stay on the right as you pass the gigantic rib cage embedded on the left wall.



Let off the gas as you hit the ridge on the right of the Razor Fields and enter the Battered Plains.



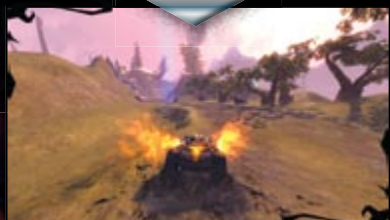
Follow the path off road into the small woodsy area, staying between the trees.



Veer right after passing the rib structure and hop back on the highway via the on-ramp on the right.



Veer left after the ridge and pass by the large Motor Forge on the left wall.



As you exit the wooded area, hit the nitro and hug the right of the path to avoid the small ridge on the left.



Follow the highway toward the Razor Fields. Just as you approach the fields, swerve right toward the Cleave of the Impaler entrance.



Follow the left wall as it curves to the right, then hit the nitro as you pass underneath a large arched rock.



Beyond the arch, hit the nitro again and you're home free.

SKIRMISH MODE

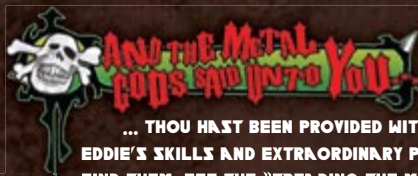
The following section deal entirely with the multiplayer aspect of *Brütal Legend*. It covers everything from each Multiplayer venue to every unit from every faction.

THE IRONHEADE ARMY

The Ironheade, fueled by the imagination of roadie Eddie Riggs, is a living, breathing Heavy Metal Cover Army. Ironheade is a straightforward, smashmouth, force to be reckoned with.

EDDIE RIGGS

If Lars is the king of the humans, then Eddie is the General for its most powerful force, the Ironheade army. Upon arriving to the land of Metal, Eddie was infected with demon poison by Doviculus's creepy druids. And while the poison didn't kill him, it transformed Eddie into a badass winged demon General, capable of flying over the battlefield and ordering his troops from point to point. Of course, that doesn't stop the master of all Roadies from getting down and dirty, too. Eddie frequently joins the mash of melee on the battlefield and leads his army with his axe and killer guitar.



... THOU HAST BEEN PROVIDED WITH ALL OF EDDIE'S SKILLS AND EXTRAORDINARY POWERS. TO FIND THEM, SEE THE "TRENDING THE METAL PATH" CHAPTER.

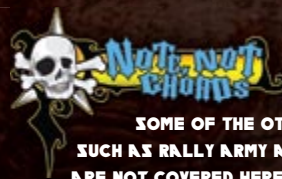


SOLO SKILLS

ANVIL OF BURDEN



The Anvil of Burden is an anti-General solo riff, meaning that it works only against the enemy General during Battle of the Bands. When played, the tune attaches the mighty Anvil of the Titans to the leg of any nearby General, slowing them down and removing their ability to fly for a short period of time. While it's not a typical "attack," it does pin down the enemy leaving him or her vulnerable for some time. This allows your units to go ape-chimp crazy on the enemy General and beat him or her to a bloody pulp.



SOME OF THE OTHER GUITAR SOLOS, SUCH AS RALLY ARMY AND SUMMON FLAG ARE NOT COVERED HERE BECAUSE THEY'RE AVAILABLE TO ALL GENERALS. FOR MORE ON THOSE SOLOS, SEE CHAPTER 3, "TRENDING THE METAL PATH."

FACEMELTER



Not only is the Facemelter a great guitar solo, it is so good that it melts the faces of people not worthy of being blessed by its metal sweetness. Primarily an anti-infantry tune, the Facemelter is best played when surrounded by enemy units or to help your soldiers and soldier chicks take down the enemy a lot faster. Of all the guitar solos, the Facemelter is one of the most effective offensive attacks.

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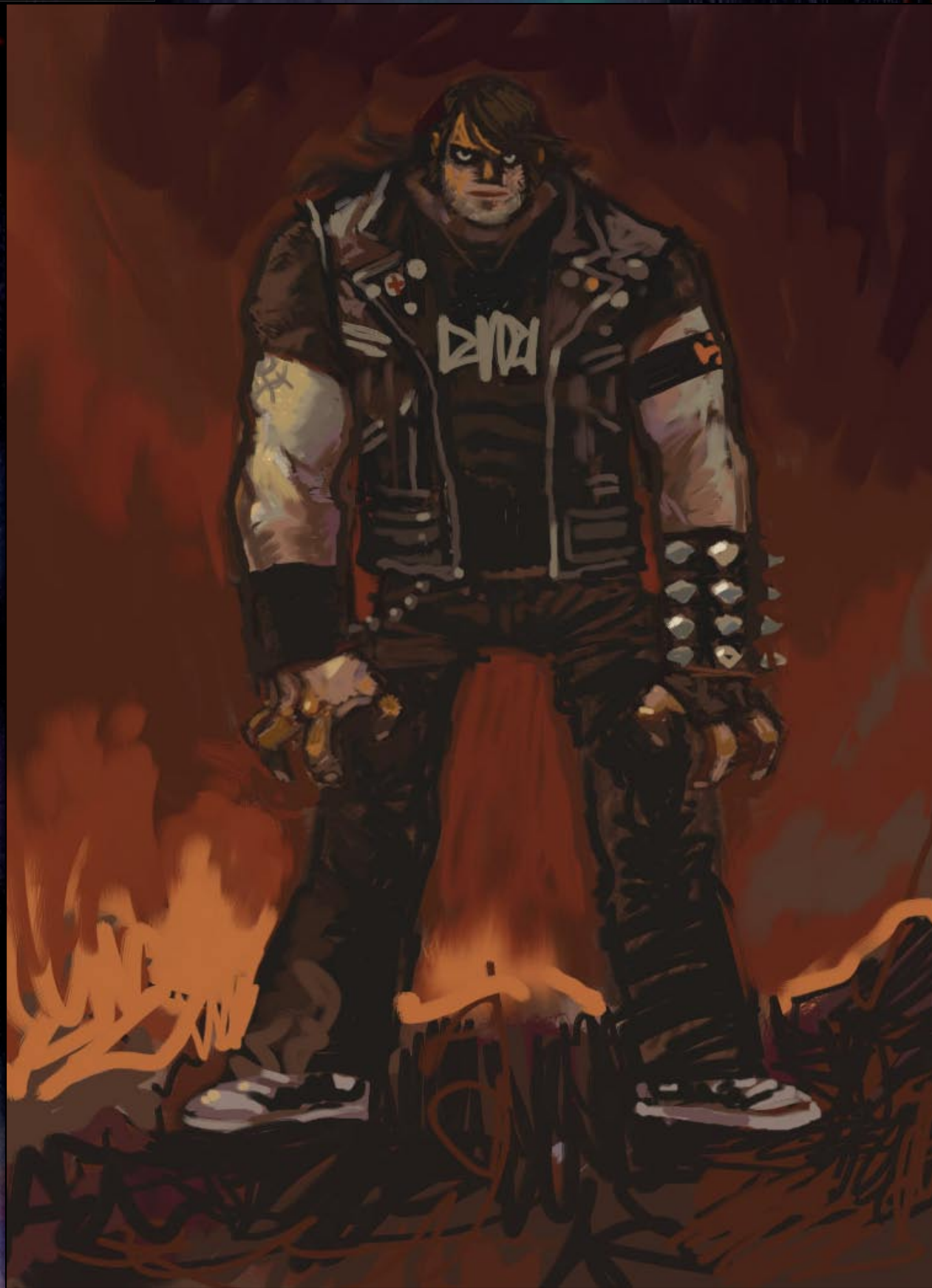
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TIM SCHAPER INTERVIEW

CONCEPT ART



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Fernando Bueno

Fernando "Red Star" Bueno (aka dukkhah) has been a gamer since opening his first Atari, and has been writing creatively since his early years in high school. During college he combined his loves for gaming and writing and began freelancing for popular gaming websites. The San Diego native found his way to Northern California shortly after high school. After graduating from the University of California, Davis, with a dual degree in English and art history, he was able to land a job as an editor for Prima Games. Though happy with his position as an editor, his life called him to Las Vegas where he now resides. During the move to Nevada, he also made the move to author and has since written a number of game books, including *Naruto Uzumaki Chronicles 2*, *Prince of Persia: Two Thrones*, *Fight Night Round 3*, and *Stubbs the Zombie*. In his time off he enjoys the works of Hermann Hesse, Johann Van Goethe, Franz Kafka, and EGM. When not writing for Prima, he continues to work on his craft as a poet.

We want to hear from you! E-mail comments and feedback to fbueno@primagames.com.

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