DARK SOULS

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FROM SOFTWARE

XBOX 360. XBOX LIVE

XBOX 360

ACE COMBAT
ASSAULT HORIZON

namco®

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.

CONTENTS

* See page 5 for details on saving data.

Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to **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**.

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.**

Creating Save Data and Save & Load

The first time you play the game save data will be automatically created when you proceed from the title screen to the main menu. At least 1MB of free space is required in order to create save data.

If save data already exists then it will automatically be loaded when you proceed from the title screen to the main menu.

Note: Both an Xbox 360 gamer profile and saved data for this game are required to load a saved game.

Your progress in Campaign mode and your achievements in each of the modes, altered settings etc. will all be saved automatically, as required.

Once the game has loaded, the title screen will be displayed. Press 🅾 to perform creation or loading of save data and then proceed to the main menu.

F (Abbreviation for Fighter)

M (Abbreviation for Multirole)

A (Abbreviation for Attacker)

H (Abbrevation for Helicopter)

When playing for the first time

In order to play online you must register an Xbox LIVE account and sign

into it. Once you are signed in, select Xbox LIVE from the main menu and you can go on to enjoy Online matches.

Main Menu

Use the directional pad or ⬆ to highlight a mode and press Ⓐ to select it.

Campaign

Clear a sequence of missions as you follow a story line. The character you use to fly each mission will change according to developments in the story, and the number and types of aircraft you can fly will change, too.

Points System

You can obtain "points" by clearing the Campaign mode, clearing a single mission in Free Mission and Mission Co-Op modes, and after playing an Online versus battle.

Points can be used to unlock skills for use in Online and Free Mission modes.

Unlocking and setting skills are performed on the skill setting screen during Online and Free Mission modes.

Xbox LIVE

Fight against other players or cooperate with them to complete missions over the Xbox LIVE. Up to 16 players can face off in versus modes, and up to 3 can fly together in coop.

Free Mission

Allows you to replay missions that you have already completed in Campaign mode.

First select the difficulty and then the mission you wish to challenge. Then select your skill set, your aircraft and your special weapons before the mission starts.

The Free Mission option will not be displayed on the main menu when you first play the game. It will only appear after you have completed at least one campaign mission.

Settings

Alter a variety of game settings, including controls, screen display and sound.

Player Archive

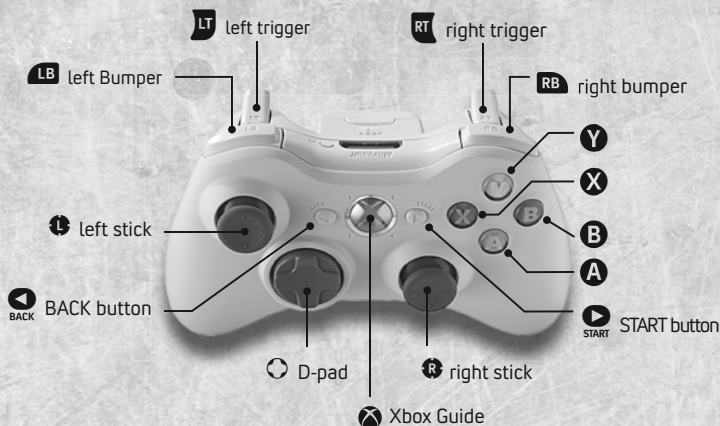View information on combat performance, aircraft flown and saved replay data.

Replays

During Campaign and Free Mission modes, you can select "Save Reply" from the pause menu to save a reply of the action up to that point. Once saved a reply can be viewed from the Replay Theatre. You must have save data created on your HD in order to save a replay.

Game Controls

The layout of the controller and basic game controls, such as on menus.

Xbox 360 Controller

LT left trigger

RT right trigger

LB left Bumper

RB right bumper

Y

X

B

A

L left stick

BACK BACK button

START START button

D-pad D-pad

R right stick

Xbox Guide

directional pad	Highlight selection
L	Highlight selection
R	Move viewpoint
B	Cancel
A	Confirm

* This game supports the vibration function. In order to use the vibration function, from the main menu select "Settings" and then "," "Control Settings" and then turn "Vibration" "ON". You will also need to turn the vibration function "ON" on the Xbox Guidebefore you can use it.

Focus

During Campaign, Free Mission and Mission Co-op play ✓ icon may appear on the screen. If you press ✓ prior to the icon disappearing you will focus in a specific target. In certain situations the icon will be displayed surrounded in red; a failure to perform such a focus will cause you to fail the mission.

Changing Viewpoint

When flying a fighter, multirole, attacker or attack helicopter you can use ❸ to cycle viewpoint between "rear view" -> "cockpit view" -> "HUD view".

When flying a Gunship you can toggle between "gunner vision" and "third person view".

You cannot change viewpoint when flying a bomber or as a door gunner.

Game Screen

During a mission a variety of information will be displayed on the screen.
The exact information displayed differs depending on the type of aircraft you are
flying and your current situation. Please see the following pages for more details.

❶ Destination Locator
Displayed when there is a destination you need to head towards during a
mission, and shows the direction and distance to it.

❷ Current Mission Objective
Displayed temporarily when there are changes in mission objective or the state
of the fighting.

❸ Subtitles
> Green: your transmissions and lines
> Blue: transmissions from wingmen and allies
> Red: transmissions from enemies

❹ Radar Map
❺ Distance to Target
❻ Target Container
Displays the category of a target that can be seen on the screen. Containers that
can be locked onto also display the distance to the target.

Taking Damage

When you get hit by enemy attacks the screen will turn red and one of the messages on the right be displayed, in accordance with the amount of damage taken. Take too much accumulated damage and you will be shot down.

Light Damage

Heavy Damage

Critical Damage

Radar Map

Displays the locations of your own aircraft, and those of allies and enemies. The size of the area displayed will change automatically depending on the range to the enemy being targeted.

You can also press ⬛ to toggle between search radar and status map.

Search Radar

Status Map

Example of Radar

Cone

Enemy aircraft etc. will appear on the screen when they are inside the left and right cones.

Radar Marks

Displays the position of enemies and allies.

Axis

This line continually indicates the direction of the nose of your aircraft.

Combat Area Departure Line

Cross this line and enter the Black area and you will fail the mission.

Aircraft Strike Mode (ASM) Path / Landing Path

Displays the flight path for Air Strike Mode and landing.

Fighter / Multirole / Attacker

The controls and game screen for a fighter, multirole and attacker. Master these controls and bring destruction to your targets.

Controls

The default control type setting is "Optimum". To change your control type or stick sensitivity, from the main menu or pause menu select "Settings" then "Controller" and then "Aircraft," then make the desired changes.

|	
🕹	⬆ Descend ⬇ Ascend ⬅ Turn Left ➡ Turn Right
🕹	Control camera
Ⓑ	Fire missile (normal weapons) and special weapons
Ⓐ	Fire machine guns
Ⓨ	Switch lock on target and Deactivate DFM
Ⓧ	Toggle missiles (normal weapons) and special weapons
LT	Decelerate
RT	Accelerate
LB	Turn to the left without tilting aircraft (yaw left)
RB	Turn to the right without tilting aircraft (yaw right)
LB + RB	Activate Dog Fight Mode (DFM), activate counter maneuver.
	Activate Air Strike Mode.
	* DFM, counter maneuver and ASM can only be activated when the correct conditions are met
Hold Down LB + RB	Levels out your aircraft (auto leveling system)
🕹	Deploy flare

"Original" Control Type

If control type is changed to "Original" under Settings then controls will change as outlined below. Although turning the aircraft is a more complex procedure when using this control type, once you are accustomed to it you will be able to fly far more freely.

🕹 .... ↑ Lower nose (pitch down)
↓ Raise nose (pitch up)
➡ Tilt aircraft to the right (roll right)
⬅ Tilt aircraft to the left (roll left)

To turn, after tilting the aircraft to the left or right, move 🕹 down to bring up the aircraft's nose.

Game Screen (Rear view)

The game screen (rear view) when flying a fighter, multirole or attacker.
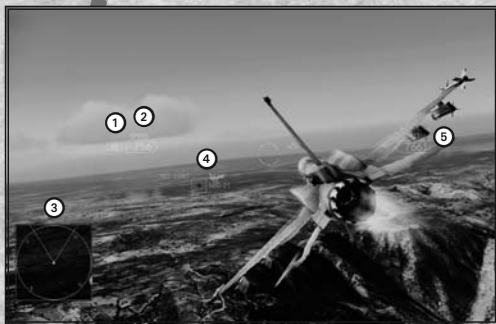
❶ AB	Displayed after accelerating to maximum engine output
❷ Speed	Speed of your aircraft
❸ Velocity Vector	A mark that indicates the heading of your aircraft
❹ Target Locator	Displayed when locked on, indicating direction to the target
❺ Altitude	The altitude of your aircraft

⑥ **Selected Weapon**	Type of currently selected weapons (missiles and special weapons)
⑦ **Remaining Ammo**	Remaining ammo in currently selected weapons (missiles and special weapons)
⑧ **Remaining Flares**	Remaining number of flares. Flares cannot be used when an X is displayed here.
⑨ **Missile Seeker**	A targeting mark use to lock onto the enemy.
⑩ **Missile Alert**	Displayed when an enemy missiles is incoming. The position it will be displayed in depends on the direction it is coming from and the distance it is away.

From the main menu select "Settings" and then "HUD Units" to alter the units of measurement used to display "speed" and "altitude."

Cockpit View / HUD View

When 🅡 is used to change to the cockpit or HUD view the following additional information is displayed.

1 Direction		Indicates the direction of your aircraft
2 Pitch Scale		Displays the angle of your aircraft compared to the horizon, using a broken line if your nose is pointing downward
3 Whisky Mark		Indicates the direction the nose of your aircraft is pointing, and is always displayed in the center of the screen.

Bomber

The controls and game screen for a bomber. Master these controls in order to perform precision bombing from above and destroy ground targets.

Controls

The default control type setting is "Standard". To change your control type or stick sensitivity, from the main menu or pause menu select "Settings" then "Controller" and then "Aircraft," then make the desired changes.

🕹️	Normal : ↑ Descend ↓ Ascend
	← Rotate Left → Rotate Right
	When Using MUGB : Move bomb impact circle
🕹️	Control camera
Ⓑ	Normal : Not used Air Strike Mode: Drop bomb
Ⓐ / 🕹️	Deploy flare
Ⓨ	Switch lock on target
LT	Decelerate
RT	Accelerate
LB	Turn to the left without tilting aircraft (yaw left)
RB	Turn to the right without tilting aircraft (yaw right)
RB + LB	Activate Air Strike Mode

ASM can only be activated when the correct conditions are met

Hold down RB + LB ....Levels out your aircraft (auto leveling system)

Game Screen

The basic way to view the screen is the same as for fighter, multirole and attacker.

Using Flares

As the bomber is specialised in attacking ground facilities, it is unable to attack enemies during normal flight. If enemy missiles come for you press Ⓐ or 🕹️ button to launch a flare (heat source) and avoid the attack.

After using a flare you cannot use another one until your flares recharge.

The flare count will be replaced by a blinking 'X' till the flares are recharging.

Attack Helicopter

The controls and game screen for an attack helicopter. Use machine guns and special weapons to cut a swath through your targets.
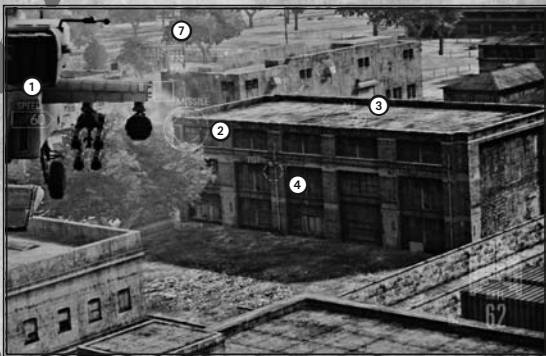
Controls

The default control type setting is "Type A". To change your control type or stick sensitivity, from the main menu or pause menu select "Settings" then "Control Settings" and then "Attack Helicopter," then make the desired changes.

L	↑ Forward ↓ Backward ← Strafe Left → Strafe Right
R	Normal : ↑ / ↓ Move target sights When Focused on Enemy : Move sights
B	Ascend
A	Descend
X	Switch special weapons
LT / LB	Focus on enemy * For as long as button is held
RB	Fire special weapon
RT	Fire machine guns
LB + RB	Counter maneuver
L	Level out view

Game screen

1 Speed
2 Targeting Reticule
3 Altitude
4 Target Locator
5 Currently Selected Special Weapon
6 Remaining Ammo for Special Weapon
7 Missile Alert

Door Gunner

The controls and game screen for a door gunner.

You will take the role of a door gunner aboard a multirole helicopter and provide supporting fire.

Controls

To change the movement axis of the target sight or stick sensitivity, from the main menu or pause menu select "Settings" then "Control Settings" and then "Door Gunner / Gunship," then make the desired changes.

🕹 / 🕹..Move target sight

Hold down LT...Zoom sight

RT...Fire machine gun

Game screen

The game screen when playing as a door gunner.

1 Missile Alert Displayed when a missile is closing in.
2 Target Reticule

Using the Machine Gun

While holding down **RT** you will fire your machine gun toward the target sight.
Use **🕹** or **🕹** to move the sight over each target and then press **RT**.
*The machine gun does not overheat.*

Sight Zoom

While holding down **LT** the camera will zoom in, making it easier to aim at targets.

Effective Use of Explosions

Objects such as cars and fuel tanks will explode when destroyed, causing damage to anything else in the vicinity. If you spot any of these objects close to enemy targets, blowing them up will help you reduce enemy numbers more effectively.

Gunship
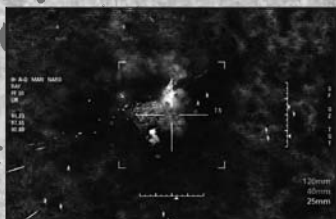
The controls and game screen for a gunship.

You will take the role of gunner aboard a gunship and attack targets on the ground.

Controls

To change the movement axis of the target sight or stick sensitivity, from the main menu or pause menu select "Settings" then "Controller" and then "Door Gunner / Gunship," then make the desired changes.

🕹 / 🕹 ....Move target sight

❌ ....Switch weapons

RT ....Fire

Game Screen

When aboard a gunship a special viewpoint called "gunner vision" is used, that allows enemy and allies to be differentiated between from above. In gunner vision enemies and allies will be displayed brighter than normal.
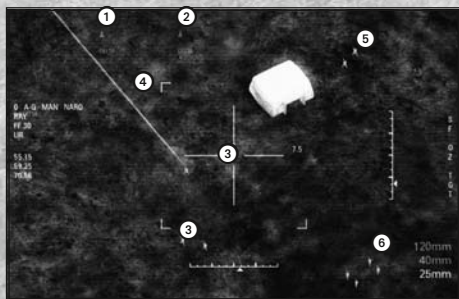
❶ **Direction of Enemy**
❷ **Direction of Allies**
❸ **Target Reticule**
❹ **Location of Sights**
❺ **Enemy**
❻ **Currently Selected Weapon**

The Pause Menu

Press ⊙ during a mission and the pause menu will be displayed. Use the ↑ and ↓ directional pad or ⊙ to highlight a selection and then press Ⓐ to confirm it. Your current mission objective and the status map will also be displayed. Take advantage of this information.

1 Menu Item

2 Status Map

3 Current Mission Objective

4 Return to Game

Close the pause menu and return to the mission currently being played.

5 Retry from Checkpoint

Retry current mission from the last update to mission objectives (check point).

6 Retry from Mission Start

Retry the current mission from the beginning.

7 Settings

Turn the flight assist function (provides control support that will help prevent you from crashing into the ground) and vibration on / off, select the control type for each aircraft and alter the volume of sound effects and music.

8 Stats

View various records, such as targets destroyed.
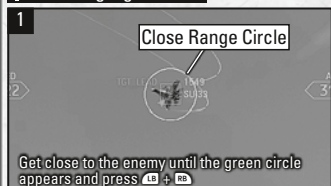
9 Save Replay

Save a replay.

10 Return to Main Menu

Quit the mission currently being played and return to the main menu.

When playing Free Mission, "Return to Mission Select" will be displayed instead of "Return to Main Menu". Select it to end the current mission and return to the mission select screen.
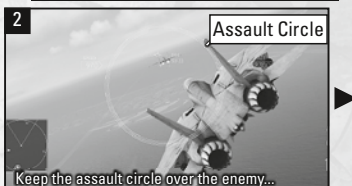
Special Controls Guide 1

DFM Dog Fight Mode

Can be used by: F Fighter M Multirole

1

Close Range Circle

Get close to the enemy until the green circle appears and press LB + RB

Fly close enough to a locked on enemy for the flashing "close range circle" to appear and then press LB + RB at the same time...

2

Assault Circle

Keep the assault circle over the enemy...

And you will enter DFM (dog fight mode), allowing you to chase the enemy down! Your attacks will hit the enemy more easily while they are underneath the assault circle. Fly skillfully to keep them there for as long as possible!

3
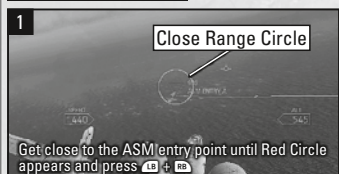
Fire a missile when the assault circle turns red!

Keep the enemy continuously under the assault circle and it will turn red. Fire a missile once this happens for increased accuracy! Time your missile shots carefully!

4

Accelerate and decelerate to stay on his tail!

Accelerate and the assault circle will get larger, making it easier to attack the enemy. Decelerate and some space will open up between you, but it will be easier to turn and keep on his tail!
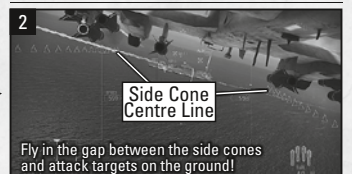
Special Controls Guide 2

ASM Air Strike Mode

Can be used by: A Attacker M Multirole

1

Close Range Circle

Get close to the ASM entry point until Red Circle appears and press LB + RB

Fly close enough to a locked on aerial ▽ for the flashing "close range circle" to be appear and then press LB + RB at the same time...

2

Side Cone Centre Line

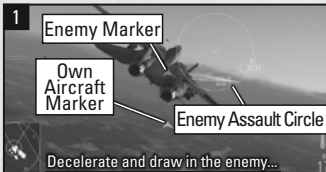Fly in the gap between the side cones and attack targets on the ground!

Enter ASM to attack ground targets. While flying in the space between the side cones your weapons will reload faster and your attacks will be more accurate. Switch quickly between targets to attack them all.

24

Special Controls Guide 3

Counter Maneuver Can be used by: [F] Fighter [M] Multirole

1

Enemy Marker
Own Aircraft Marker
Enemy Assault Circle

Decelerate and draw in the enemy...

When trying to escape from enemy DFM, when the marker showing the distance between you and the enemy appears, decelerate and draw the enemy in.

2

Maneuver Sign

Press LT until green and red arrows overlaps and press [LB] + [RB]

When your aircraft is level and the maneuver sign is displayed press [LB] + [RB] at the same time...

3

Circle around behind the enemy...

The counter maneuver will be activated - a special flight maneuver used to circle around behind the enemy.

4

Attack and defense switch over!
Use DFM to go on the attack!
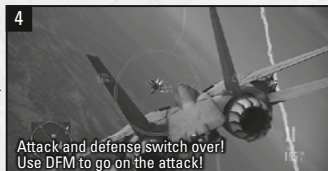
After circling around behind the enemy roles of attack and defense will be automatically swapped over, allowing you to go on the attack in DFM.

⚠ VARNING Innan du spelar detta spel bör du läsa igenom den viktiga säkerhetsinformationen i instruktionsboken till Xbox 360-konsolen och bruksanvisningarna till tillbehören. Spara alla bruksanvisningar. De kan behövas vid ett senare tillfälle. Om du behöver ersätta bruksanvisningen till konsolen eller tillbehören kan du gå till **www.xbox.com/support**.

Viktig hälsovarning om att spela videospel

Anfall orsakade av ljuskänslighet

En mycket liten andel av befolkningen kan drabbas av epilepsiliknande anfall som kan utlösas av vissa visuella bilder, inklusive blinkande ljus eller mönster som kan finnas i videospel. Även människor som aldrig tidigare har drabbats av liknande anfall eller epilepsi kan lida av en icke diagnostiserad åkomma, som kan utlösa dessa "ljuskänslighetsanfall" medan de tittar på ett videospel.

Dessa anfall kan uppvisa olika symptom, inklusive yrsel, synstörningar, ryckningar i ögon eller ansikte, krampryckningar eller skakningar i armar eller ben, förvirring, oklarhet, eller tillfällig medvetandeförlust. Anfallen kan även orsaka medvetslöshet eller krampanfall, som kan leda till personskador vid fall eller hopstötning med föremål i närheten.

Sluta omedelbart att spela videospel och konsultera läkare om du upplever något av ovan nämnda symptom. Föräldrar ska hålla uppsikt över eller fråga sina barn om de upplevt något av ovan nämnda symptom – det är vanligare att barn och ungdomar drabbas av dessa anfall än vuxna. Risken att drabbas av epileptiska anfall som orsakas av ljuskänslighet kan minskas genom att vidta följande försiktighetsåtgärder: sitt längre från skärmen, använd en mindre skärm, spela i ett väl upplyst rum och spela aldrig när du är sömnig eller trött.

Rådgör med läkare innan du börjar spela om du eller någon släkting tidigare haft anfall eller lider av epilepsi.

Svensk Quickstart

Xbox LIVE

Med Xbox LIVE® får du tillgång till fler spel, mer underhållning, mer kul. Mer information finns på **www.xbox.com/live**.

Ansluta dig

Innan du kan använda Xbox LIVE måste du ansluta Xbox 360-konsolen till Internet med en höghastighetsanslutning och registrera dig för Xbox LIVE-tjänsten. Du kan se om Xbox LIVE finns där du bor och hur du ansluter till Xbox LIVE genom att gå till **www.xbox.com/live/countries**.

Trygghetsinställningar

Med dessa enkla, flexibla verktyg kan föräldrar bestämma vilka spel unga spelare ska få tillgång till beroende på spelets innehåll. Föräldrar kan begränsa åtkomsten till vuxet innehåll. Godkänn vem och hur din familj får umgås med andra online med Xbox LIVE-tjänsten, och ställ in tidsgränser för hur länge de får spela. Mer information finns på **www.xbox.com/familysettings**.

Languages That Aren't Supported In The Xbox Dashboard

If your game is available in a language that isn't supported in the Xbox Dashboard, you must select a corresponding locale (region) in Console Settings to enable that language in the game. For more information, go to www.xbox.com.

Creating Save Data and Save & Load

The first time you play the game save data will be automatically created when you proceed from the title screen to the main menu. At least 1MB of free space is required in order to create save data.

If save data already exists then it will automatically be loaded when you proceed from the title screen to the main menu.

Note: Both an Xbox 360 gamer profile and saved data for this game are required to load a saved game.

Your progress in Campaign mode and your achievements in each of the modes, altered settings etc. will all be saved automatically, as required.

Once the game has loaded, the title screen will be displayed. Press ● to perform creation or loading of save data and then proceed to the main menu.

F (Förkortning för Fighter (jaktplan))
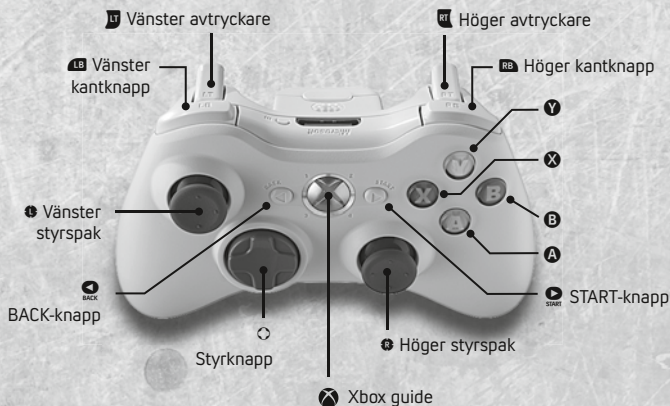**M** (Förkortning för Multirole (multirollflygplan))
A (Förkortning för Attacker (attackflygplan)
H (Förkortning för Helicopter (helikopter))

Styrning

Kontrollkonfiguration och grundläggande spelstyrning, t.ex. navigering i menyer.

Xbox 360 Kontroller

LT Vänster avtryckare

RT Höger avtryckare

LB Vänster kantknapp

RB Höger kantknapp

Y

X

B

A

● START-knapp

Vänster styrspak

BACK-knapp

Styrknapp

Höger styrspak

Xbox guide

styrknappen	....	Markera val
vänster styrspak	....	Markera val
höger styrspak	....	Byt perspektiv
B-knappen	....	Avbryt
A-knappen	....	Bekräfta

* Det här spelet stödjer vibreringsfunktionen. För att använda vibreringsfunktionen väljer du "Settings" i huvudmenyn följt av "Control Setteings" och sätter "Vibration" på "ON". Du måste också aktivera vibreringsfunktionen via Xbox Guide innan du kan använda den.

Fokusera

När du spelar Campaign (kampanj), Free Mission (fritt uppdrag) och Mission Co-op (samarbetsuppdrag) visas ibland en Ⓨ på skärmen. Om du trycker på Ⓨ innan knappbilden försvinner fokuserar du på ett speciellt mål. I vissa situationer visas knappen med röd kant – om du inte fokuserar då misslyckas uppdraget.

Byt perspektiv

När du flyger ett jaktplan, ett multirollflygplan, ett attackplan eller en helikopter kan du genom att trycka på höger Ⓡ växla perspektiv mellan "rear view" (bakifrån), "cockpit view" (inifrån) och "HUD view" (infosyn).

När du flyger en attackhelikopter kan du växla mellan "gunner vision" (skottperspektiv) och "third person view" (tredjepersonsperspektiv).

Du kan inte byta perspektiv när du flyger ett bombplan eller som dörrskytt.

⚠️ **VAROITUS** Ennen tämän pelin pelaamista lue Xbox 360-konsolin ja lisälaitteiden käyttöohjeista tärkeät turvallisuutta ja terveyttä koskevat tiedot. Säilytä kaikki käyttöohjeet myöhempää käyttöä varten. Voit ladata konsolin ja lisälaitteiden käyttöohjeet osoitteesta **www.xbox.com/support**.

Tärkeä videopelien pelaamista koskeva terveysvaroitus

Tietoja valoyliherkkyyden aiheuttamista epileptisistä kohtauksista

Hyvin harvat ihmiset voivat saada epileptisen kohtauksen tietyntyyppisistä visuaalisista kokemuksista. Tällaisia kokemuksia voivat olla esimerkiksi vilkkuvat valot tai videopeleissä esiintyvät kuviot. Jopa henkilöillä, joilla ei aiemmin ole ollut kouristuskohtauksia tai epileptisiä kohtauksia, saattaa olla taipumus "valoyliherkkyyden aiheuttamiin kouristuskohtauksiin" videopelejä pelatessaan.

Kohtauksilla voi olla useita eri oireita, kuten huimaus, näkökentän muuttuminen, silmien tai kasvojen nykiminen, käsien tai jalkojen nykiminen tai vapina, keskittymiskyvyn puute, sekavuus tai hetkellinen tajunnan menetys. Kohtaukset saattavat aiheuttaa tajunnan menetyksen tai kouristuksia, jotka voivat johtaa loukkaantumiseen esimerkiksi kaatumisen tai esineisiin törmäämisen seurauksena.

Lopeta pelaaminen heti ja hakeudu lääkärin hoitoon, jos sinulla on joitakin näistä oireista. Vanhempien on tarkkailtava lapsiaan näiden oireiden varalta ja kysyttävä lapsilta oireiden ilmaantumisesta. Lapsilla ja teini-ikäisillä on aikuisia suurempi todennäköisyys saada epileptinen kohtaus. Voit vähentää epileptisten kohtausten vaaraa toimimalla seuraavasti. Istu kauempana näytöstä, käytä pienempää näyttöä, pelaa hyvin valaistussa huoneessa äläkä pelaa väsyneenä tai rasittuneena. Jos sinulla tai sukulaisillasi on ollut aiemmin tällaisia kohtauksia tai epilepsiaa, neuvottele lääkärin kanssa ennen pelaamista.

Suomi Quickstart

Xbox LIVE

Xbox LIVE® -palvelun avulla saat entistä enemmän pelejä, viihdettä ja huvia. Lisätietoja on osoitteessa **www.xbox.com/live.**

Yhdistäminen

Ennen kuin voit käyttää Xbox LIVE -palvelua, yhdistä Xbox 360 -konsolisi Internetiin laajakaistayhteydellä ja rekisteröidy jäseneksi. Saat selville, onko Xbox LIVE -palvelu saatavilla alueellasi ja lisätietoja Xbox LIVE -palveluun yhdistämisestä käymällä osoitteessa **www.xbox.com/live/countries.**

Family Settings (Perheasetukset)

Näiden helppokäyttöisten ja joustavien työkalujen avulla vanhemmat ja hoitajat voivat päättää sisältöluokituksen perusteella, mitä pelejä nuoret pelaajat voivat käyttää. Pääsyä aikuisille tarkoitettuun sisältöön voidaan rajoittaa. Määritä, miten ja kenen kanssa perheesi on vuorovaikutuksessa Xbox LIVE -palvelussa. Voit myös asettaa rajoituksia pelaamiseen käytetylle ajalle. Lisätietoja on osoitteessa **www.xbox.com/familysettings**.

KIELET JOITA Xbox Kojelauta EI TUE

Jos Xbox Kojelauta ei tue kieltä, jolla peli on saatavilla, käyttäjän on valittava sitä vastaava sijainti (alue) konsolin asetuksista, jotta pelissä voi käyttää kyseistä kieltä. Lisätietoja on osoitteessa **www.xbox.com**.

Tallennustiedon luominen sekä tallentaminen ja lataaminen
Kun pelaat peliä ensi kertaa, tallennustieto luodaan automaattisesti siirryttäessä aloitusnäkymästä päävalikkoon. Tallennustiedon luominen vaatii, että kiintolevyllä on vähintään 1 MB vapaata tilaa.

Jos tallennustieto on jo olemassa, se latautuu automaattisesti siirryttäessä aloitusnäkymästä päävalikkoon.

HUOMAA: Pelitallennuksen lataaminen vaatii sekä Xbox 360 -pelaajaprofiilin että tämän pelin tallennustiedon.

Edistyminen Campaign-pelitilassa ja saavutukset kaikissa pelitiloissa sekä asetuksiin tehdyt muutokset tallentuvat automaattisesti.

Kun peli on latautunut, aloitusnäkymä ilmestyy esiin. Paina ● luodaksesi tallennustiedon tai ladataksesi sen, jolloin siirryt päävalikkoon.

F (hävittäjän lyhenne)
M (monitoimihävittäjän lyhenne)
A (rynnäkkökoneen lyhenne)
H (helikopterin lyhenne)

Ohjauskomennot

Ohjaimen näppäimet sekä pelin perusohjauskomennot, kuten valikoissa liikkuminen.

Xbox 360 Ohjauskomennot

LT Vasen liipaisin
RT Oikea liipaisin
LB Vasen bumper-painike
RB Oikea bumper-painike
Y
X
B
A
Vasen sauva
Takaisin-painike
● Käynnistyspainike
Suunta-alusta
Oikea sauva
Xbox-opas
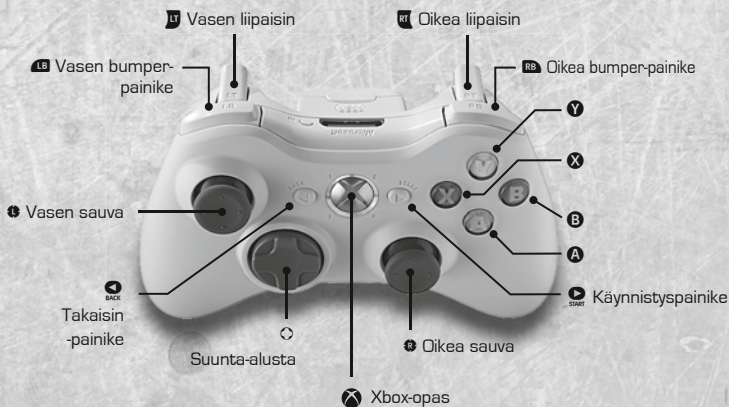
suunta-alusta......................... Korosta valinta
vasen sauva .... Korosta valinta
oikea sauva............................ Liikuta näkökulmaa
B-näppäin............................... Peru
A-näppäin............................... Vahvista

* Tämä peli tukee värinätoimintoa. Värinätoiminto kytketään käyttöön menemällä päävalikon kohtaan "Settings", valitaan sieltä "Control Settings" ja asetetaan "Vibration" "ON". Ohjaimen värinätoiminto on otettava käyttöön myös Xbox-oppaan kautta ennen kuin sitä voi käyttää..

Tarkentaminen

Campaign, Free Mission ja Mission Co-op -pelitiloissa näyttöön voi ilmaantua Ⓨ kuvake. Jos painat Ⓨ iennen kuin kuvake katoaa, peli tarkentuu tiettyyn kohteeseen. Joissain tilanteissa kuvaketta ympäröi punainen reunus. Tällaisen tarkennuksen epäonnistunut suorittaminen johtaa koko tehtävän epäonnistumiseen.

Näkökulman vaihtaminen

Lennettäessä hävittäjää, monitoimihävittäjää, rynnäkkökonetta tai rynnäkköhelikopteria oikeaa sauvapainiketta painamalla voi selata näkökulmia: "takaa", "ohjaamosta" tai "heijastusnäyttö".

Lennettäessä taisteluhelikopteria näkökulmaa voi vaihtaa "tykkimiehen" ja "viistosti ylhäältä" välillä.

Näkökulmaa ei voi vaihtaa, kun lennetään pommikonetta tai ammuttaessa oviaukosta.

⚠️ **AVISO** Antes de jogar este jogo, leia os manuais da consola e dos acessórios da Xbox 360 que contêm informações importantes relativamente à segurança e saúde. Guarde todos os manuais para referência futura. Para obter manuais de substituição para a consola e acessórios, visite **www.xbox.com/support**.

Aviso Importante de Saúde Relativamente à Utilização de Videojogos

Ataques de Epilepsia Fotossensível

Um número muito reduzido de pessoas pode ter um ataque epiléptico ao serem expostas a determinadas imagens visuais, incluindo luzes ou padrões intermitentes que poderão aparecer em videojogos. Mesmo pessoas sem quaisquer antecedentes de tais ataques ou de epilepsia poderão sofrer de sintomas não diagnosticados que podem provocar estes "ataques de epilepsia fotossensível" ao verem videojogos.

Estes ataques poderão ter diversos sintomas, incluindo tonturas, alterações da visão, espasmos nos olhos ou na cara, espasmos ou tremor nos braços ou nas pernas, desorientação, confusão ou perda de consciência passageira. Os ataques podem também provocar a perda de consciência ou convulsões que podem resultar em ferimentos devido a quedas ou no embate em objectos próximos.

Pare de jogar imediatamente e consulte um médico se observar algum destes sintomas. Os encarregados de educação devem observar os seus filhos ou consultá-los relativamente aos sintomas acima descritos — as crianças e adolescentes têm maior probabilidade do que os adultos de sofrerem desses ataques. O risco de ataques de epilepsia fotossensível pode ser reduzido ao ter em atenção as seguintes recomendações: Sente-se a uma distância maior do ecrã; utilize um ecrã mais pequeno; jogue numa sala bem iluminada; não jogue quando se sentir sonolento ou fatigado.

Se tiver um historial, ou se houver um historial na sua família, de ataques ou epilepsia, consulte um médico antes de jogar.

Português Quickstart

Xbox LIVE

O Xbox LIVE® é a tua ligação a mais jogos, mais entretenimento e mais diversão. Visita **www.xbox.com/live** para mais detalhes.

Ligar

Antes de poder utilizar o Xbox LIVE, deve ligar a sua consola Xbox 360 a uma ligação Internet de banda larga ou de alta velocidade e subscrever o serviço Xbox LIVE. Para determinar se o Xbox LIVE se encontra disponível na sua área e para obter informações acerca de como se ligar ao Xbox LIVE, visite a página **www.xbox.com/live/countries**.

Restrições de Acesso

Com estas ferramentas simples e flexíveis, os encarregados de educação podem decidir os jogos aos quais os jogadores jovens podem aceder com base na classificação do respectivo conteúdo. Os encarregados de educação podem vedar o acesso a conteúdos classificados com adultos. Aprove quem e como a sua família interage com outras pessoas online com o serviço Xbox LIVE. Defina também durante quanto tempo eles podem jogar. Para mais informações, visite **www.xbox.com/familysettings**.

Idiomas Não Suportados Na Interface Xbox

Se o teu jogo estiver disponível num idioma não suportado pela Interface Xbox, deverás seleccionar um local (país) correspondente em Console Settings (Configurações da Consola) para activar o idioma no jogo. Para mais informações, visita www.xbox.com.

Criar dados de gravação e guardar e carregar

Na primeira vez que jogares, os dados guardados serão automaticamente criados quando passares do ecrã de título para o menu principal. Será necessário pelo menos 1 MB de espaço livre para criar dados de gravação.

Caso já existam dados de gravação, estes serão automaticamente carregados, quando passares do ecrã de título ao menu principal.

Nota: Nota: São necessários um perfil de jogador Xbox 360 e dados guardados deste jogo para carregar um jogo guardado.

O teu progresso no modo Campaign (Campanha) e os teus feitos em cada um dos modos, configurações alteradas etc., serão guardados automaticamente, conforme necessário.

Uma vez carregado o jogo, será exibido o ecrã de título. Prime o ● para criar ou carregar dados de gravação e depois prosseguir para o menu principal.

F (Abreviatura de Combatente)
M (Abreviatura de Multifacetado)
A (Abreviatura de Atacante)
H (Abreviatura de Helicóptero)

Controlos

Esquema do comando e dos controlos básicos do jogo, tal como nos menus.

Controlos do jogo

LT Gatilho Esquerdo
RT Gatilho Direito
LB Botão Superior Esquerdo
RB Botão Superior Direito
Y
X
B
A
Manípulo Analógico Esquerdo
Botão Back
Botão Start
Botão Direccional
Manípulo Analógico Direito
Guia Xbox

Botão direccional	Destacar selecção
Manípulo analógico esquerdo	Destacar selecção
Manípulo analógico direito	Mover o ponto de vista
Botão B	Cancelar
Botão A	Confirmar

* Este jogo suporta a funcionalidade de vibração. Para usar a funcionalidade de vibração selecciona "Definições" e depois "Controlos do jogador" no menu principal e depois liga a "Vibração" (ON). Também deverás ligar a funcionalidade de vibração (ON) no Guia Xbox antes de a utilizar.

Foco

Durante os modos Campaign (Campanha), Free Mission (Missão livre), Mission Co-op (Missão cooperativa) o ícone do Ⓨ poderá surgir no ecrã. Se premires o Ⓨ antes de o ícone desaparecer focarás um alvo específico. Em determinadas situações o ícone será exibido rodeado a vermelho; caso não consigas executar o foco falharás a missão.

Alterar o ponto de vista

Ao pilotar um caça, um multitarefas, um atacante ou um helicóptero de ataque poderás usar o botão do manípulo analógico direito para alternar entre os pontos de vista: "rear view (vista traseira)" -> "cockpit view (vista da cabina)" -> "HUD view (vista do HUD)".

Ao pilotar um Gunship poderás alternar entre "gunner vision (vista do artilheiro)" e "third person view (vista na terceira pessoa)".

Não poderás alterar a vista ao pilotar um bombardeiro ou no papel de um artilheiro de porta.

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V

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