



ARMY OF
TWO

The Devil's Cartel





! WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: 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 with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and 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, watch for or ask children about these symptoms— children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

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INTRODUCTION

In the years since their notorious mission in Shanghai, Tyson Rios and Elliot Salem expanded T.W.O., recruiting some of the finest operatives from all over the world. You and your partner are two of those operatives, trained in small-unit combat and experienced with some of the best weapons on the planet. Now, T.W.O. is about to embark on their deadliest mission yet: an operation against La Guadaña, one of the most ruthless and powerful cartels in Mexico. You'll need all of your tactics, skills, and teamwork to survive against the Devil's Cartel.

CONTROLS

DEFAULT CONTROLS

Move	
Look	
Zoom	
Cover	
Crouch	
Vault	(hold)
Aim	
Fire	
Reload	
Throw grenade	
Aim grenade	(hold)
Melee	
Activate Overkill	
Dash	(while moving to toggle)
Switch weapons	
Equip pistol	(double tap)
Toggle mounted grenade launcher (when available)	(hold)
AI Orders	
TWO Vision	
Pause menu	

MAIN MENU

The Main menu lets you select and start missions, customize your operative's appearance and weapon loadout, view your TWO Profile, and adjust in-game settings.

MISSIONS

Start a solo campaign, play with a partner using co-op splitscreen, or play co-op online.

- Solo** Select a mission to launch a solo campaign.
- Splitscreen** Play a co-op game with another player on the same screen.
- Xbox LIVE** Play co-op online when signed into Xbox® LIVE by selecting QUICK MATCH, FIND GAME, or HOST GAME. You may also host a private game or invite your friends to a game you are hosting.

ARMORY

Customize your operative's appearance and select three weapons.

- Customize Operative** Change your operative's mask, Tactical Gear, and tattoos.
- Customize Weapon Loadout** Change your operative's primary weapon, secondary weapon, and sidearm.

TWO PROFILE

Access leaderboards and view your gameplay stats, including total money earned, kill count, and others.

OPTIONS

Access the Options menu to adjust the controls, audio, and brightness.

- Controls** View the control map and choose to invert the Y-axis, adjust sensitivity, and toggle vibration.
- Audio** Adjust the master volume, sound effects, music, and voice with sliders, and toggle subtitles and night mode.
- Brightness** Adjust the brightness with a slider.
- Credits** Watch the *Army of TWO™ The Devil's Cartel* credits.

MISSIONS

Select MISSIONS from the Main menu to launch a solo campaign, play co-op with a partner on splitscreen, or play co-op online through Xbox LIVE.

SOLO AND SPLITSCREEN CO-OP

Army of TWO The Devil's Cartel lets you tackle a solo campaign or use the splitscreen feature to play with a co-op partner. Once you have selected either of these options from the Missions menu, select CONTINUE to start from your last saved checkpoint, SELECT MISSION to choose a mission, or NEW to launch a new game. For co-op splitscreen, you have the option to add a second player at this point.

SELECTING A MISSION

To choose a mission, enter the Select Mission menu. Here, you may select the missions and contracts you've unlocked while progressing through the campaign. After selecting a mission, choose a chapter to advance to the Start Game menu.

The Start Game menu allows you to change your weapon loadout or customize your operative. You can also adjust the difficulty by pressing while viewing the Start Game menu. Note that in split-screen and online game modes players can choose to play with different difficulty settings. Once you're ready, select START GAME to begin the mission. You may access any mission you've already completed. For example, if you join a friend's game to complete the fifth mission online but have yet to reach the fourth mission locally, then you cannot play missions four or five until you complete mission three. Any mission you've already completed, following the campaign chronologically, is available for play or replay.

ONLINE CO-OP

You must be signed into Xbox LIVE to play an online co-op game. Select QUICK MATCH to join a quick match, FIND GAME to locate a game, HOST GAME to host your own game, CONTINUE to pick up where you left off, or HOST PRIVATE GAME to host a game that only invited friends can join.

PLAYING THE GAME

MISSION INFORMATION

During a mission, an icon indicates the position of your next objective. Your next objective may be the entrance to the building, a place where you will regroup with your squad, or an exit, among other things. Pause the game to view chapter objectives.

SAVING AND LOADING

Your progress is automatically saved throughout the game. When you log into the game, you have the option to continue from your last unlocked chapter, select a mission, or launch a new game.

While you're in-game, you can restart from the last checkpoint you reached. Once you quit, however, you lose any progression you've made since you began the chapter.

PAUSE MENU

Press at any time during a mission to access the Pause menu. From here, you can resume your game, restart the checkpoint, restart the chapter, jump to the Options menu, or quit the game.

Resume	Resume the game from your current place.
Restart Checkpoint	Restart the current mission from the last checkpoint.
Restart Chapter	Restart the current chapter from the beginning.
Options	Access the Options menu to adjust controls, audio, and brightness.
Quit	Quit the game. All progress since the last checkpoint will be lost.

HEADS-UP DISPLAY (HUD)



The heads-up display (HUD) shows your Overkill Meter, available ammo and grenades, the location of your objective and partner, and, in single-player only, commands you can issue to your AI partner. It also displays fading health when you've been shot.

HEALTH

When you've been shot, a red damage indicator appears. As you take more damage, bloodstains also appear onscreen and the visuals desaturate. Taking cover or moving away from the source of damage can eliminate the red damage indicator as you regain health.

OVERKILL METER

The blue semi-circle meter on the right side of your screen is your Overkill Meter. When it's full, press **L3** to activate Overkill. You can press the button again to pause Overkill.

TWO VISION METER

The blue semi-circle meter on the left side of your screen is your TWO Vision Meter. When it's full, press **L3** to activate TWO Vision. You can press the button again to pause TWO Vision.

AMMO

Your ammo and grenade counts are shown in the lower right corner. The first number is the number of shots you have before you need to reload, while the second number is your total available ammo for your equipped weapon. The last number shows your available grenades.

OBJECTIVE

A locator icon shows the location of your objective. When you face the icon, it may also show further details about your objectives.

BRAVO AI

Use **△** to issue commands to your AI partner. Depending on the commands available on the command wheel, you can order Bravo to regroup, draw attention, pick up a shield, or perform other actions.

PARTNER INDICATOR

A small box encasing the letter A or B points you in the direction of your partner. The box appears above your partner's head when you're looking at him directly.

COVER MARKER

When the Cover Marker appears, press **A** and your character will automatically navigate to find cover.

GETTING INTO THE ACTION

Taking down a cartel takes guts and strategy. Firing from cover offers advantages such as a reduction in the amount of damage you take, while rushing an enemy to perform a melee attack can earn you additional Overkill points for your bravado. Working with your partners is also crucial to meeting your mission objectives, not to mention making it out alive.

CHARACTER PROGRESSION

As you complete missions and chapters, you earn money that allows you to rank up. Playing co-op and using Overkill earns you more money, so you rank up faster.

Ranking up unlocks new weapons, gun parts, tattoos, masks, and tactical gear, to make you a stronger combatant on the field.

WEAPONS

Having powerful weapons during a mission is critical to success. Before a mission, select CUSTOMIZE WEAPON LOADOUT in the Start Game menu to choose your weapons. During a mission, press **V** to equip your other weapon.

An alternative to firing with your weapon is throwing grenades, which can help you take out multiple enemies for additional Overkill points.

To pick up a dropped weapon from a fallen enemy, hold **X** when the prompt appears. This exchanges your current weapon for the new one. To pick up ammo, simply pass over it.

COVER

When enemies open fire, taking cover can be the difference between survival and death. If cover is available, a vertical, blue chevron icon appears at the site. Press **A** to take cover. When the icon appears on-screen, press **A** to slide your character into cover from his current position.

Pull **B** to pop out of cover and begin aiming. Shoot with **R2**. You can also shoot or throw grenades over your shoulder by pulling **R1** or pressing **RS**, respectively, without aiming. This lets you deal damage from the safety of cover, though your aim suffers.


If you need to switch cover, simply position yourself on the outside edge of a corner, look at the other side of the cover, and press **A**. To vault over cover, move toward the cover and hold **A**. In addition, holding **A** while moving allows you to automatically vault over certain objects.


You can exit cover by moving away from your current position. Alternately, you can exit cover by pressing **A** when there's no cover option or by reaching the edge of cover and pressing **A**.

TWO VISION

The blue semi-circle on the left side of the screen shows your TWO Vision charge. When this meter is full, you can activate TWO Vision to see interactive objects and the status of nearby enemies by way of icons. Objects viewed through the lens of TWO Vision may suggest a place to go, route to follow, or switch to push. Spotting an enemy by focusing on him with your crosshairs highlights that enemy for your partner, whether or not your partner has TWO Vision activated. Spotting enemies makes them visible no matter where they are in the world, so use it often to maximize your team's efficiency.

MELEE ATTACKS

When you're close to an enemy, press  to perform a melee attack. Depending on your position, you may end up jabbing an enemy in the neck, backstabbing, or slitting someone's throat. Melee attacks typically earn you more Overkill points than a regular kill, but fewer than kills achieved with cooperative tactics.


Melee attacks often kill an enemy in a single blow, but closing in on an enemy puts you at risk of being killed with a single melee blow, too. It's also possible for your enemy to create a Confrontation moment by attacking you and pushing your weapon away from him. If this happens, rapidly tap  to fight him off and complete your melee attack; otherwise, you may fall backwards and be vulnerable to a melee blow. If the enemy is stronger than you, make sure your friend is nearby to shoot him during the struggle.

OVERKILL

Overkill helps your Army of Two take down enemies hard. When activated, Overkill makes you temporarily invincible, increases the damage you inflict on enemies, and gives you unlimited ammo and grenades for 13 seconds.

Killing enemies fills your Overkill Meter. Traditional kills give you 10 Overkill points, while headshots, melee attacks such as backstabs, surprise hits, and killing multiple enemies at once give you additional points.

Be as cooperative and skillful as you can to earn Overkill points. The more inventive and spectacular your kills are, the more Overkill points you receive, which lets you trigger Overkill more often.

When your Overkill Meter is full, press  to activate Overkill for you and your partner. This mode is shared between you and your squad mate, so when your partner activates Overkill, you become a killing machine along with him.

When you and your partner both trigger Overkill, the overlapping time gives you Double Overkill. This increases your time spent in Overkill, time dilates, and you have the opportunity to generate even more damage while your enemies are left vulnerable. Take advantage of Double Overkill for massive money bonuses.

Sometimes all enemies die before your Overkill expires. If you no longer need Overkill, you can pause it to save the remainder of your meter. Refill the meter to initiate Overkill again.

CO-OP ACTIONS

As a rule of thumb, the more you rely on your partner and the more skillful your kills are, the more Overkill you'll generate. The following actions help you fully utilize your partner for maximum Overkill accumulation.

SURPRISE/DECOY

Whenever you kill an enemy who's focusing on your partner, you generate a surprise kill and your teammate gets a decoy bonus.

FLANK/BAIT

Whenever you're able to flank an enemy who's focusing on your partner, you generate a flank kill and your teammate gets a bait bonus.



TAG TEAM

Whenever you and your partner focus on the same target by shooting at him simultaneously, you get a tag team bonus.

CO-OP COMBO

Surprise/Decoy, Flank/Bait, and Tag Team are all considered co-op actions. Whenever you and your partner perform more than one of these in rapid succession, you receive extra points for achieving co-op combos!

MISSION STATUS

After each chapter, Mission Status shows your Chapter Overview, which summarizes the current earnings, rank, and the best team player. Press  to see your money, rank, and unlocks. Press  to skip the Mission Status pages.

You can also view the best team players, a sample of the leaderboards for the completed chapter, and your weapons loadout. You can also access this information by selecting TWO PROFILE from the Main menu.

WORKING TOGETHER

Whether you play a solo or co-op campaign, the *Army of TWO The Devil's Cartel* experience is all about working with your partner to successfully complete missions. In a solo campaign, you control Alpha while your partner is Bravo, an AI character. In a co-op campaign, the host is designated Alpha and the client Bravo.

Hold **X** to set up a co-op action and wait for your partner to join you. Co-op actions include breaching a door or giving your partner a boost over a wall. Once you are in the waiting position to set up the co-op action, release **X**.

STEP-JUMPS

An icon appears when you can perform a step-jump with your partner. This involves giving your partner a boost so he can jump onto higher ground or over a wall. Hold **X** to set up and perform this action. Though your partner may be able to pull you up with him, sometimes you'll have to find another way around.

HEALING YOUR PARTNER

When your partner is wounded, a yellow alert icon appears above him. Run to him the first chance you get and hold **X** to heal him before he bleeds out. When you're wounded, you can shoot from the ground and move to your partner to expedite healing.

DUAL BREACH

From time to time, Alpha and Bravo are going to need to breach a door together. When that time comes, attempt to eliminate all of the targets inside the door before the time dilation runs out in order to earn extra Overkill points and money.

SHIELD

Upon picking up a shield, players drop into a crouched stance. They may crouch-walk to maneuver around an area while being fully protected from the front, or sprint. When sprinting, operatives are unable to shoot and may be more vulnerable to attack. When carrying a shield, players can still enter cover, but will drop the shield.

Shields can protect a player, but they can also be used in an offensive manner. Performing a melee attack with a shield won't kill enemies, but it will push them away, damage them, and give you enough space to take aim and shoot them. Players carrying shields utilize their pistols in combat and are technically considered to be in cover. If you attempt to change to a different weapon, you drop the shield.

If your partner has a shield, you can stack up behind him for protection. To break away, simply move away from your partner. Look for other cover to shield you from enemy fire once you're navigating solo again.



WEAPON CUSTOMIZATION

After selecting a mission, the Start Game menu lets you view your weapon loadout. From here, you can purchase new weapons and upgrades, with each weapon's stats displayed on the right side of the screen for easy comparison.

UPGRADING WEAPONS

Select PRIMARY, SECONDARY, or SIDEARM to choose a weapon for that slot or purchase a new one. To upgrade a weapon, select it and choose a slot you want to upgrade. Depending on the weapon, you may be able to upgrade the magazine, under mount, barrel, or muzzle, among other things. Once you've selected a slot, select the feature you want, such as an extended magazine, grenade launcher, or ballistic shield.

Some upgrades remain locked until you reach a certain rank, and all cost money. Before you commit, press **Y** to immediately test the weapon's fire at a shooting range. Press **B** when you're finished to return to the weapons screen.

WEAPON SKINS

Weapon skins let you customize the look of your weapon. To begin, select the weapon, then select WEAPON SKINS from the list that appears. Choose a finish from the list to see what it looks like on your weapon; choices include a variety of colors and metals, among other options. When you've found one you like, select it.

You can customize the main parts and the accent parts of your weapons. Pull **T** or **Q** to switch between them.

When you've selected your preferred finishes, press **B** to complete your customization and return to the previous menu.

LIMITED 90-DAY WARRANTY

NOTE: Warranty does not apply to digital download products.

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") is free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium free of charge upon receipt of the Recording Medium at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program that was originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

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Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

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Online Warranty Information: <http://warrantyinfo.ea.com>

EA Warranty Mailing Address:

Electronic Arts Customer Warranty, 7700 W Parmer Lane, Building C, Austin, TX 78729-8101

Notice

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