



XBOX 360



The main title logo for Crackdown 2. It features a large, metallic, stylized 'A' shape that serves as a frame. Inside the top loop of the 'A' is a silhouette of a city skyline. The words 'CRACKDOWN' are written in a bold, metallic, sans-serif font across the middle of the 'A'. The number '2' is positioned to the right of 'CRACKDOWN', rendered in a bright orange color with a metallic texture. The entire logo has a weathered, industrial appearance.



⚠ WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/support.

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org.

AGENTS

The new generation of Agent is here and, if our projections prove correct, it will be faster, stronger and more agile than any that have gone before. Due to the highly dangerous nature of this mission, we recommend that as much effort as possible be put into developing the Agent's base skills.



AGILITY

Enhanced by the collection of Agility Supplements and participation in Rooftop Races.



FIREARMS

Enhanced through the use of firearms to eliminate enemies.



STRENGTH

Enhanced through the use of hand-to-hand combat to eliminate enemies.



EXPLOSIVES

Enhanced through the use of explosives to eliminate enemies.



DRIVING

Enhanced through the use of vehicles to eliminate enemies and participation in Road Races.

It is estimated that only an Agent that has reached its maximum skill potential and has become adept with the array of new technology produced by our various tech divisions will succeed in achieving the ultimate objective.

VEHICLES

Pacific City's streets pose many challenges to Agency vehicles. They must be able to negotiate churned-up freeways, plough a path through Freak hordes or withstand the extreme punishment meted out by Cell to have any value in the field. While the standard-issue Peacekeeper cruiser has emerged as a reasonable all-rounder, the Agency has developed a range of vehicles with considerably more to offer. But be warned—these expensive vehicles can be released only to Agents that demonstrate their driving prowess.



INTEL SYSTEMS

Agent HUD functionality has been overhauled and now allows for easier location and identification of objectives and threats. A fully integrated Agency Intel Console gives Agents quicker access to important strategic information, while improved mission tracking makes wasteful Agent downtime a thing of the past. Each Agent now also comes equipped with aural implants that can intercept and store audio data for later scrutiny.

COMMS

From "birth," each new Agent has undergone an intensive imprinting program that ensures they are as receptive as possible to commands given by their assigned handler. This should mean clearer more direct communication with Agents and should keep frustrating moments of disobedience to a minimum.

ARMOR

Recent advances in carbon-fiber technology mean Agents no longer have to expend their energy hauling weighty armor. The new-look suit is extremely lightweight allowing Agents to turn sharper, jump higher and run longer. Its improved total-body coverage and enhanced shield technology, when combined with each clone's capacity for rapid cell regeneration, means our new Agents are more resilient than ever. The armor adapts to accommodate Agents' skill levels, growing as they do to maintain maximum protection against enemy fire.

UPDATE >>

New functionality has recently been added for those few Agents that show exceptional athletic ability and coordination.

WEAPONS

The Agency has earned a reputation for pioneering new, devastating weaponry in the fight against crime. An extended range of traditional firearms and grenades is available for immediate use in the field. However, for those Agents more skilled with firearms, there is a selection of new experimental weapons—some designed specifically for combat with the Freaks, others with uses, as yet, undefined.



Warning: It is known that some Agency weaponry has made it into enemy hands.



PROJECT SUNBURST: DELIVERY METHOD

Previous attempts to install Sunburst have failed due to the Agency's diminished offensive capabilities. The recent rejuvenation of the Agent cloning program has rectified this.

MAP OF UNITY HEIGHTS, GREEN BAY, HOPE SPRINGS

ABSORPTION UNITS

Absorption Units collect and concentrate the part of sunlight that is so lethal to the Freaks. When the units are activated, this deadly ammunition is fed in a continuous stream to the Beacons. The terrorist gang, Cell, has established well-defended strongholds around most of the Absorption Units preventing the units' activation.

OBJECTIVE >>

WE MUST REGAIN CONTROL OF THE ABSORPTION UNITS AND GET THEM ACTIVATED AND READY TO ARM THE BEACONS.

BEACON

Beacons are the bombs that will rid Pacific City of its Freak problem. Once fully charged with the energy provided by Absorption Units, Beacons detonate with a powerful wave of energy capable of wiping out all Freaks within a 10-block radius. The Beacons use further detonations to suppress Freak numbers, preventing them from regaining a foothold. The positioning of each Beacon is critical. We've identified nine lairs where the Freaks have burrowed and created a refuge for retreat during the daylight hours. Air Support can deliver the Beacons to these lairs, but until now we've lacked the muscle to protect them during their initial charging phase.

OBJECTIVE >>

WE NEED TO GET THOSE BEACONS DEPLOYED, CHARGED AND FIRING.

COMPONENTS

CASING

The Beacon's protective casing is jettisoned on deployment. Once it's gone, the Beacon is highly vulnerable to attack and must be protected at all costs.

CORE

The Beacon depends on a continuous flow of energy from Absorption Units. When its core reaches critical mass, this energy is discharged in a powerful detonation that is lethal to Freaks but harmless to those uninfected.

DEFLECTOR

Upon deployment, the deflector launches into a precise position above the Beacon and directs incoming energy beams into the depths of the Freak Lairs.

BASE

Freak Lairs can get pretty deep, so the Beacon is built to withstand drops from great heights. After it's landed, the base unit digs in to ensure a solid foundation.

CONTROLLER

Lock Target [hold]
Brake/Reverse [hold]
Fire Left Helicopter Turret

Reload Weapon
Fire Vehicle Weapon [hold]
Decrease Helicopter Height

Game Progress Screen
Call Helicopter

Movement
Crouch [toggle]
Steer
Air Control
Helicopter Speed Boost [hold]

Orb Ping
Decrease Music Volume

Cancel Race [hold]

Increase Music Volume

Fire Weapon [hold]
Throw Object
Accelerate [hold]
Fire Right Helicopter Turret

Throw Grenade/Object
Detonate Limpet Charge
Activate Floating Proximity Mine
Increase Helicopter Height
Next Music Track

Intel Screen

Wingsuit [toggle]
Use Turreted Weapon
Look At [hold]
Enter/Exit Vehicle

H2H Attack
Ground Strike [hold]
Barge [hold]
Pick Up/Drop Object [hold]
Horn [hold]
Fire Vehicle Weapon [hold]
Jump—SUV Only [hold]

Swap Weapon
Pick Up Weapon [hold]

Jump [hold]
Handbrake

Look/Aim
Precision Targeting
Jump [hold]
Look Behind [hold]

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.

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.

AIR SUPPORT

The recently established Agency Air Support division consists of a fleet of agile, adaptable helicopters. Each one is equipped with dual heavy machine gun pods and mounted rocket launchers capable of inflicting some serious punishment on enemy targets. Despite the fact that Cell possesses anti-aircraft weaponry which limits where and when Air Support can be deployed, it still has a crucial role in this operation. Air Support is capable of transporting personnel and equipment to Tactical Locations across Pacific City, but more importantly, it is equipped to deliver the Beacons to the heart of the Freak Lairs.

OBJECTIVE >>

WE MUST ELIMINATE CELL'S RESISTANCE ON THE GROUND TO OPEN UP THE SKIES ALLOWING AIR SUPPORT TO DELIVER THE BEACONS UNHINDERED.



PROJECT SUNBURST

MISSION OBJECTIVE >>

To get the Sunburst Defense System back on track and wrestle control of Pacific City's streets back from the Freaks.



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Xbox Customer Support

Technical support is available seven days a week including holidays.

Visit the Microsoft Xbox support page at www.xbox.com/support.

Talk to us on Twitter [@XboxSupport](https://twitter.com/XboxSupport).

Or:

- In the U.S. or Canada, call 1-800-4MY-XBOX.
TTY users: 1-866-740-XBOX.
- In Mexico, call 001-866-745-83-12.
TTY users: 001-866-251-26-21.
- In Brazil, call 0800 891 9835.
- In Chile, call 1230-020-6001.
- In Colombia, call 01-800-912-1830.

For information about Xbox LIVE, visit the Xbox LIVE page at www.xbox.com/live.

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