



FIELD MANUAL



1206 Part No. X12-44571-01



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⚠ WARNING

Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

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 television screen.
- Use a smaller television 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.

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WELCOME TO CRACKDOWN

FIG A 0001



YOUR OBJECTIVE

WELCOME, RECRUIT.

The Agency is grateful that you have volunteered to use your knowledge and skills to serve the people of Pacific City.

We won't mince words—the situation is dire. You are our last hope.

Pacific City, our nation's capital, is currently controlled by three violent, merciless, and highly organized gangs—Los Muertos, the Volk, and the Shai-Gen Corporation.

In response to this crime wave of epic proportions, The Agency is exploiting the work of disgraced scientist (and Shai-Gen general) Dr. Baltazar Czernenko, whose controversial human-modification program is being used to create Agents like yourself who are capable of unparalleled evolution and regeneration.

The only comfort we can offer is the assurance that death has no meaning for Agents like you. When your physical form has sacrificed all it can, you can leave the husk behind and regenerate with renewed health and a completely new physical appearance. As a tool of The Agency, you are one and you are many.

Your primary objective, and the objective of all Agents, is to dismantle these three gangs by eliminating their leaders, thereby restoring peace and prosperity to the people of Pacific City.

Your job won't be easy, Recruit, but you have the full force of The Agency behind you. Good luck.



CD 01-00003

CAMPAIGN MODE

In **Campaign** mode, you have two choices: you can battle gang bosses by yourself, or you can double your effectiveness by enlisting the help of other Agents via system link or Xbox Live® (a hard drive is required for co-op play).

Your singular focus in **Campaign** mode is on tracking down and eliminating the 21 gang bosses who control the streets of Pacific City. The higher they are in the gang's hierarchy, the better. Please note, however, that the gang itself won't collapse completely until you eliminate its kingpin, its generals, and all of its gang members.

The Agency maintains dossiers—detailed records on the known associates, activities, and frequented hangouts—for all 21 key gang figures. These dossiers are available to you at all times via the **Agency Info** menu.

When any of the 21 gang leaders are in close proximity, the **Tracker** on your HUD will also direct you to his/her physical location.



CD 01-00003-A

TIME TRIALS

Each time you locate one of the 21 gang bosses, you unlock a new **Time Trials** mission that challenges you to beat your best time in taking down that particular gang boss.

A **Time Trials** mission is like a steel-cage death match—the gang boss' physical location is transformed into an enclosed arena, and it's up to you to battle your way through the armed guards and protectors to eliminate the gang boss and do it even faster than you did before.

When playing a **Time Trials** mission in **Co-op** mode, a hard drive is not required for you or your partner.

Difficulty Levels

In both **Campaign** mode and **Time Trials**, you can control how challenging your assignment will be by choosing one of three difficulty levels—**Tough**, **Ruthless**, and **Psychotic**. The difficulty level you choose determines the toughness of the gang members you're going after.

It is strongly advised that rookie Agents stick with the **Tough** skill level until they have developed an intimate knowledge of Pacific City and its crime lords.

FIG A 0002



2

3

Agency Supply Points are strategically positioned throughout Pacific City and provide a crucial and convenient means of replenishing your ammo supplies and health. You can also use them as shortcuts around the city.

Agency Supply Points are camouflaged to blend into their surroundings. When you get in the vicinity of one, its presence is revealed by a marker, an orange beam of light that is displayed on your HUD. You can also use the **Map**, available via the **Agency Info** menu, to locate active Supply Points.

Your gang-busting assignment begins in the heart of The Agency's stronghold, The Keep, which is both an Agency Supply Point and the home of The Agency Garage, where you can pick up one of three Agency vehicles, all of which are capable of dramatic transformation.

As a rookie Agent, you should focus immediately on locating and claiming additional Agency Supply Points, so you can use them for their main benefit—instant travel between Supply Points.

Also, when you confiscate weapons or explosives from gang members, you can add those items to your personal armory by taking them back to an Agency Supply Point. After you've stored a confiscated weapon in one Supply Point, you can then pick it up from any unlocked Supply Point.

FIG 8 CDOI



4



As a rookie Agent, your basic driving skills are such that you are capable of accessing and instantly familiarizing yourself with any vehicle you encounter, whether it's a civilian, gang, or Agency vehicle. Just jump in, and put the pedal to the metal.

As your Driving skill rating improves, you'll find your reaction times are faster and you're naturally more in tune with any vehicle you drive. The proof of your driving skills evolution is most evident when you climb behind the wheel of Agency vehicles, which transform in synch with your developing skills.

With your driving abilities at their peak, you'll be capable of extracting the maximum performance from any vehicle, whether you're on the road or in the air, and your effect on Agency vehicles will be nothing short of phenomenal.

For more information on increasing your Driving skill rating, see "Stunt Markers/Rooftop & Road Races" on page 11.

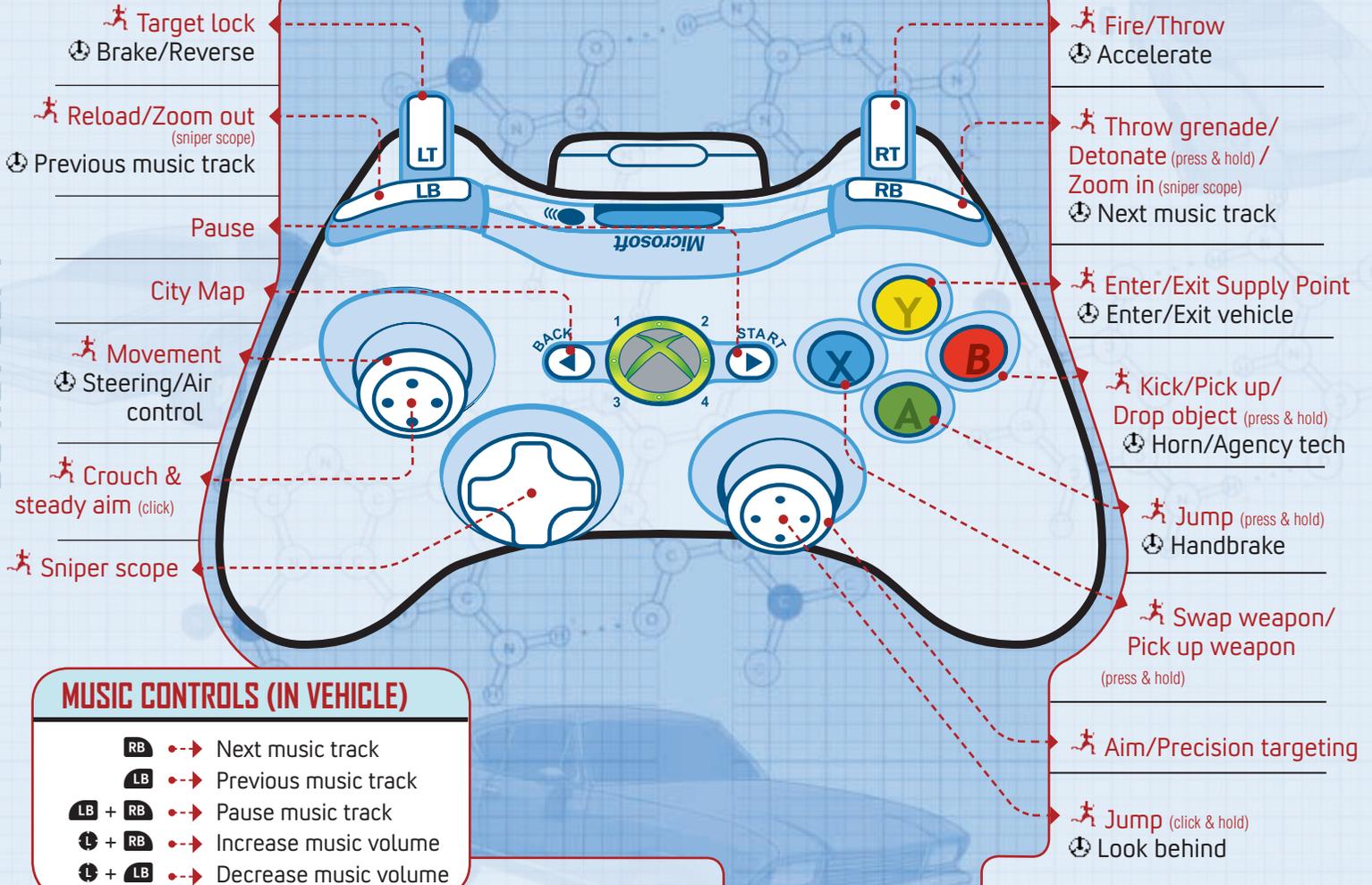


5



CONTROLS

ON FOOT
IN VEHICLE



MUSIC CONTROLS (IN VEHICLE)

- RB** → Next music track
- LB** → Previous music track
- LB + RB** → Pause music track
- L + RB** → Increase music volume
- L + LB** → Decrease music volume

DO NOT COPY

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HUD

Health meter (red)
Armor meter (white)

Skills Status meters

Agility skill

Driving skill

Explosives skill

Strength skill

Weapons skill

Tracker



Aiming reticule

Hit Squad/
Enforcer
warnings

Primary
weapon

Ammo
supply

Grenade
supply

Back-up
weapon



Rooftop Race Marker



Road Race Marker



Agility Orb



Stunt Marker

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The Agency's powerful recognition and targeting system, which is built into your HUD, allows you to acquire a lock on a target and maintain that lock even as you are moving around.

The targeting system is designed to automatically highlight vulnerable points on a locked target, which makes precision targeting more convenient.

A car's gas cap and tires are highlighted, for example, when you lock onto a vehicle target, and the heads, arms, and legs of human targets are highlighted when you're targeting gang members. As you will discover, different precision-targeting points have different effects on the target as a whole. You can shoot an armed target's arm, for example, to remove any weapon in hand (and then pick it up and add it to your personal arsenal).

When the aiming reticule in your HUD turns red, you can acquire a lock on a target. Use the right stick to aim and select a target, and then pull the left trigger to lock onto the target. The longer you maintain the target lock, the greater the accuracy and effectiveness of your shot when taken. You can also use target lock to increase your accuracy when throwing grenades, dead bodies, disabled vehicles, or other objects.

Crouching has several benefits: it can help you find cover behind smaller objects, and it can also help steady your aim. To switch between crouching and standing, click the left stick.

The Agency also highly recommends that you take the time to perfect your jumping skills. A well-timed leap can be an effective means of avoiding harm. It can also help you bridge the gaps between building rooftops more easily. To jump, press and hold **A** or click the right stick.

When your actions as an Agent start undermining the effectiveness of gang operations, the gang kingpins will deploy Hit Squads to aggressively track you down and take you out.

If, on the other hand, an Agent malfunctions and starts killing innocent civilians and Agency Peacekeepers, the Agent will be flagged as rogue and hunted down by all available Agency Enforcers in the area.

Gang Hit Squad and Enforcer warnings are displayed on your HUD to warn you when Hit Squads from either side are incoming. The locations of Hit Squads and Enforcers are also displayed on your **Tracker**.

As a new Agent, you possess standard abilities in five core skills—Agility, Strength, Firearms, Explosives, and Driving. With hard work and persistence, you can achieve the pinnacle—four-star ratings in all five of these core skill areas.

As a rookie Agent, you'll use these core skills to remove criminals from the streets. The more criminals you remove, the more you develop the relevant skills.

As you use your core skills, the **Skills Status** meters, located on the left side of your HUD (see page 8), display your progress toward reaching the next skill level in each core area. It also displays your current star rating for each core skill.

Keep an eye out for hidden Orbs as you explore the city. They can help you increase your skill ratings.

The best Agents use the environment to their advantage wherever possible. For example, you can use even the smallest ledge or tiny outcropping to help you scale even the tallest structures. When hanging from a ledge, use your powerful upper-body strength (by pressing **A** or the right stick) to launch yourself upward.

As you're exploring the city's heights by climbing and scaling walls, you can collect Agency Agility Markers (also called Agility Orbs), the glowing green markers (see page 9) located on rooftops and high ledges all over the city, to increase your Agility skill rating. The taller the Agility Orb, the more it increases your Agility skill rating.

The circles of light that appear to be floating in the sky are stunt markers, projected on to your HUD for your convenience (see page 9). Driving vehicles through stunt markers will increase your Driving skill rating.

The green beams of light projected on to your HUD are Rooftop Race markers (see page 8). Beat the goal time for these races on foot to increase your Agility skill rating.

The purple gates of light projected onto your HUD are Road Race markers (see page 8). Beat the goal time for these races in a moving vehicle to increase your Driving skill rating.

CD 01-00012

AGENCY WEAPONS & EXPLOSIVES

Each time you exit an Agency Supply Point to enter the city, you can choose two weapons and a hand-held explosive to take with you into the field.

Explosives are a potent weapon for removing scum from the streets. And, the more efficiently you use explosives, the more their effects increase.

Available Agency weapons and explosives include:

CD 01-00012-A

COLBY MASTER PISTOL



The Colby Master is the standard-issue pistol for all Agents. It fires five rounds per second and takes two seconds to reload.

CD 01-00012-B

COLBY EAR50 ASSAULT RIFLE



The Colby EAR50 assault rifle is the standard-issue rifle for all Agents. It is a semi-automatic weapon that fires 12 rounds per second (among the fastest fire rates of any weapon available in Pacific City).

CD 01-00012-C

COLBY LIMPET CHARGE



The Colby Limpet Charge is a satchel charge explosive device—when thrown, it sticks to its target, and you can detonate it remotely. Limpet charges are commonly used to destroy stationary objects, such as doors and parked vehicles.

CD 01-00013

GANG WEAPONS & EXPLOSIVES

Although The Agency supplies all Agents with excellent standard equipment, your best source of firearms, explosives, and ammunition is dead criminals. All three gangs have extensive arsenals at their disposal. When a gang member drops his piece because he's dropped dead, don't be afraid to claim the spoils of your victory.

CD 01-00013-A

LOS MUERTOS WEAPONS



Ingalls X80 SMG

The Los Muertos gang's arsenal includes basic but reliable weapons, such as sawed-off shotguns, sniper rifles, heavy machine guns, and submachine guns (the Ingalls X80 SMG, pictured here). Shrapnel grenades, which inflict significantly more damage than conventional grenades, are the explosive of choice for "The Dead."

CD 01-00013-B

VOLK WEAPONS



Watson HE 99 "Hothead"

As with Los Muertos, the Volk favor heavy machine guns and sniper rifles, but they are also big fans of grenade and rocket launchers, which deliver their explosive charge more accurately, more quickly, and at a greater distance than hand-thrown grenades.

CD 01-00013-C

SHAI-GEN WEAPONS



Bastion SX900 "Longshot"

including a long-range super-sniper rifle and a homing rocket launcher (just aim it in the general direction of your target and the homing rocket will take care of the rest). Fire and forget indeed.

Shai-Gen's weapons cache also includes heavy machine guns and shotguns, but they also possess long-range tactical equipment that can inflict major damage from a distance,



Play anyone and everyone, anytime, anywhere on Xbox Live. Build your profile (your gamer card). Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video messages. Get connected, and join the revolution.

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. For more information, go to 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.

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- In the U.S. or Canada, call 1-800-4MY-XBOX.
TTY users: 1-866-740-XBOX.
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For more information, visit us on the Web at www.xbox.com.

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