

 XBOX 360[®]

LIVE

FARCRY 2



UBISOFT

! **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.

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.

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XBOX LIVE

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

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. For more information, go to www.xbox.com/familysettings.

Achievements

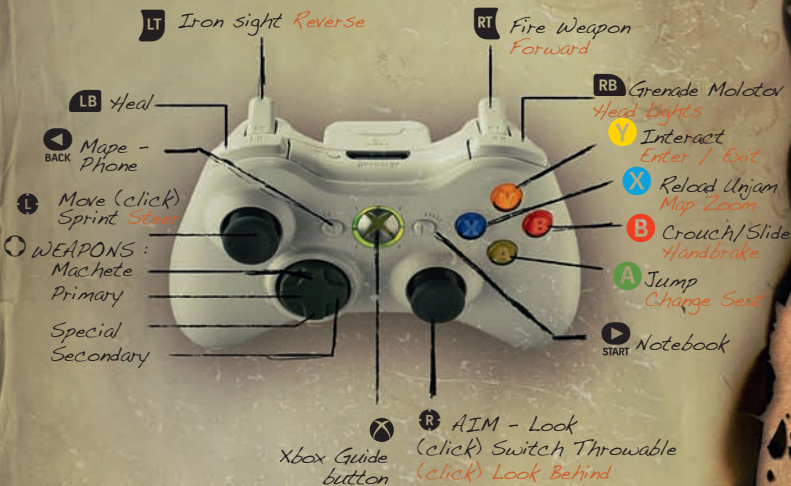
When playing the game with a gamer profile, you will be able to unlock the game's achievements. There are 48 achievements available:

- 33 achievements for Single-Player Mode.
- 13 achievements for Multiplayer Mode.
- 2 achievements for Map Editor Mode.

XBOX 360 CONTROLLER

PRIMARY CONTROLS

VEHICLE CONTROLS



PROCVL CLAMOR II

HEADS-UP DISPLAY (HUD)



1- Health Indicator and Syrettes

The health bar is separated into 5 parts. Each of the last 4 parts will regenerate if they are not completely emptied. In order to replenish these parts you must use syrettes. When you have syrettes they will be displayed above the bar. If your health reaches the last fifth of the health bar, a longer healing animation will need to be performed.

2- Weapon Indicator and Throwables

The first number indicates the number of rounds loaded in current weapon while the second number displays the total amount of ammo carried by the player for this weapon. Above that is the type and number of each weapon (grenades/Molotov cocktails).


3- Contextual Interaction Icon

The handprint icon will appear whenever an interaction is possible with nearby game world objects: weapons, vehicles, ladders, ammunition piles, and some NPCs.

4- Diamond Indicator

The indicator appears when receiving diamonds, either during payment or through exploration. The upper number shows the number of diamonds received, while the lower number represents the total amount of diamonds you are currently holding.

5- Phone Call Icon





The phone icon will appear to indicate an incoming mobile phone call. It will remain on screen as a reminder that the player has a voice message in his inbox.

6- Aiming Reticule

(Optional in Single Player, and default on in Multiplayer) The reticule shows where you are aiming, and shooting. The larger the reticule, the less precise the shot will be. It's important to use the iron sight to get maximum accuracy.

7- Malaria Pills Icon

Depending on your sickness level, you can suffer malarial attacks. If you have malaria pills at the time of the attack, you will be reminded by the malaria pill icon appearing in your HUD.



INTRODUCTION

The Story

The government collapsed months ago. The fires of civil war, fuelled by empty promises of diamond wealth and equally empty ideology, have turned the country to ash. Stranded by their own greed and their employers' bankruptcy, hundreds of foreign mercenaries struggle to scrape some profit from this misadventure. Local fighters, cast adrift by the hasty departure of their commanders, have used their guns to carve territories from the neighbourhoods and farms.

Out of this chaos, two dominant factions have emerged: The United Front for Liberation and Labour (UFL) and the Alliance for Popular Resistance (APR). Backed by cadres of barely-legitimized street muscle, and advised by the most desperate and cunning of the mercenaries, these militias have skirmished continuously for the last several months. The civilians who failed to flee the earlier unrest now spend terror-filled days in hiding, waiting for any chance of escape.

Previously constrained by an AU arms embargo, the factions have come into a windfall of guns and munitions. A windfall supplied - to both sides - by a veritable legend within the illicit weapons trade: a shadowy figure known only as "The Jackal".

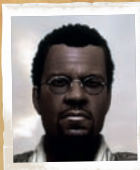
Your assignment here is simple. Track down "The Jackal" and terminate him.

Characters

"The Jackal"



His real name is unknown. Your target is a U.S.-born arms trafficker with an extensive list of outstanding international warrants on charges ranging from piracy to violation of UN arms embargo. "The Jackal" has eluded authorities for years, becoming a near-mythical figure to any buyers of used military hardware.

Reuben Oluwagemi

A journalist; once exiled from his native Nigeria, now working as a war correspondent for a major British news agency. Based at their Johannesburg bureau, Oluwagemi has been on the ground for every major conflict on the African continent of the last five years. It was while covering the civil war that he first heard rumors of "The Jackal's" involvement.

Addi Mbantuwe

The ruthless strong-man behind the outlawed Authenticity Party; Mbantuwe reinvented himself as leader of the UFL. He assembled disenfranchised soldiers, rebels and mercenary stalwarts of the defunct Bastion UK into a loosely-knit faction he runs from the social club in Port Selao.

Major Oliver Tambossa

Former Army chief Tambossa collected the military's surviving pieces and imposed discipline through a vanguard of deputized thugs. Under his leadership, the APR became a credible player and attracted laid-off foreign contractors. He occupies the offices of The Standard newspaper.

Dr. Leon Gakumba

Mbantuwe's representative in the district of Leboa-Sako, Dr. Gakumba already had an established career as a political demagogue even before he threw his lot in with the UFL.

Prosper Kouassi

Even before the country fell into anarchy, Tambossa identified the ambitious young gang-leader as a potential ally. Despite his cocky attitude, Prosper takes his role in the APR very seriously.

MAIN MENU

Story Mode - Allows you to launch a new single player story or continue playing a previously saved game.

Multiplayer - Find or create a server to play against other players via LAN or Internet via an Xbox LIVE subscription.

LAN: Set up a server to play against other players over a local network.

Map Community: Using the In-Game Editor, create, upload and rate user-created multiplayer maps.

Options - Configure the game, display, and sound options to your liking.

Credits - The people who made the game.

Additional Content: Download exclusive content from Ubisoft or Ubisoft partners.

PLAYING THE GAME

Advanced Moves

Sprinting

Winning the fight in Far Cry[®] 2 is as much about cover and evasion as it is about aiming and shooting. When the air is filled with lead, getting through open ground in a hurry is vital. You can sprint for short intervals, limited by your stamina. Click **Ⓛ** while moving forward to activate.

Sliding

Coming out of a dead sprint, there are advantages to becoming as small a target as possible. Sliding into cover isn't just a flashy move. Press **B** while sprinting to trigger a slide.

Ladder Climbing

Using a ladder takes both hands, so you'll stow your current weapon while mid-climb. Approach the ladder from either end and press **Y** to mount. **Ⓛ** moves you up and **Ⓧ** moves you down.

Swimming

You can swim - even in muddy river water - by entering any water of greater than waist-depth, although it means stowing your current weapon. Your ability to hold your breath under water is limited by your stamina. While swimming, use **Ⓢ** normally to manoeuvre.

Fast-Forwarding Time

Safe Houses are equipped with folding cots where you can safely put your head down - and save your current game. When using a cot, you can set your watch to wake up at a preferred time (useful if you want to tackle a mission at night). Approach the cot and press **Ⓜ** to equip the watch. Use **Ⓢ** to adjust the wake-up time. Pull **RT** or press **A** to accept.

Weapons and Equipment

Weapon Categories

You can carry up to four weapons at a time, one from each of the weapon categories. When you pick up a new weapon, it will replace the weapon of the same category (or fill the empty slot corresponding to that category).

Hand-to-Hand

If you have nothing else, you'll have your machete. This multi-purpose blade is just as useful for hacking through dense foliage as it is for silently cutting down enemies. Press **Ⓢ** to equip.

Primary

This category includes all long-rifles, shotguns, sniper rifles and certain two-handed assault weapons. Press **Ⓢ** to equip.

Secondary

This category includes all side-arms, machine-pistols as well as certain single-handed assault weapons and improvised bombs. Press **Ⓢ** to equip.

Special

This category includes all heavy weapons (MG, RPG) and weapons that function on fuel or reagents. Press **Q** to equip.

Reliability and Weapon Jamming

Every weapon in the game world suffers from varying degrees of wear. You can determine the condition of an equipped weapon from its appearance. If you can see rust and corrosion, look out! Poor weapons are more likely to jam. If you suffer a weapon jam, you can clear it by tapping the reload button **X** repeatedly.

Changing Weapons

You can replace a weapon in your inventory by picking up a weapon of the same category from anywhere in the game world. Approach and look at the weapon. Press **Y** while the weapon exchange icons are on screen. You will automatically discard the corresponding weapon from your inventory.

Switch Throwable Weapon

You can carry two types of throwable weapon: fragmentation grenades and Molotov cocktails. Switch between your available supplies at any time by clicking **R**.


Using Mounted Weapons

Heavy weapons are typically mounted, either in sandbagged emplacements or on vehicles like trucks or boats. To use a mounted weapon, approach from the gunner's position and press **Y** to enter/exit.


Driving Vehicles

All vehicles, from trucks to boats to gliders, use the same controls. To enter a vehicle, approach the driver's seat and press **Y**. Control the forward/backward acceleration by pulling **R** and **L**. Steer the vehicle with **W**.


Bail Out

While the vehicle is in motion, you can trigger an exit by pressing .

Repairing a Vehicle

Vehicles in the game world can take damage from hard use or from weapons effects. A damaged vehicle will begin to emit grey smoke from its engine, and suffer a decrease in performance. To fix a damaged vehicle, approach the engine while the vehicle is stopped and press .

Reset Vehicle

With off-road driving there is always a risk of rolling your vehicle. After exiting a rolled vehicle, you can push it upright by standing next to it and pressing .

Getting a Mission

once you have had a chance to get familiar with the country's terrain and its inhabitants, you'll be able to take on a number of jobs for variety of clients. These missions involve completing one or more objectives of different types. Getting a mission may be as simple as receiving a phone call, or as complex and treacherous as sitting across the table from a warlord and his lieutenant.

Mission Types

Story Missions

Some of the missions unfold naturally as part of the game's progression. These can take any form and their outcome can have effects several missions down the road. Exactly who offers these missions, and who their target will be may be the result of your previous actions in the game.

Faction Missions

These are some of the most critical and dangerous missions you can take; on behalf of the warlords and other leadership within the factions. These missions pay up front in diamonds, and reward you on completion by increasing your reputation as an infamous fighter. If you have a buddy who invested in your success, he/she can suggest additional objectives and variations on a mission that will increase the reward as well as the risks.

Underground Missions

No matter how powerful you become, you will always be at the mercy of your malaria symptoms. Keeping those symptoms in check requires medicine, and that medicine is only available from the civilians and the Underground cells that protect them. By assisting the Underground, you can earn a share of the medicine.

Side-quests For Buddies

The buddies you meet throughout the game will occasionally request your help dealing with some personal business. These jobs can take different forms, but reward you by increasing your reputation and reinforcing your history with the buddies.

Convoy Missions

As you progress through the game, you'll come to rely on the weapons shops and the vendor who runs them to grow your private arsenal. When the vendor runs into difficulties with his competition, he may propose that you intercept a rival weapons convoy to secure his supply and unlock new merchandise.

The reward for completing this mission is the amount of diamonds you have invested in your reputation.

Assassinations

External parties have taken an interest in the affairs of the country, and they are more than happy to have you eliminate targets of opportunity. If you seek out information on the targets, you can take those opportunities in return for diamond payouts.

Places where you can receive Missions

Faction Headquarters

Because of the cease-fire that exists in the major towns, both the UFL and the APR have HQs in those locations. These are the places where you meet with faction leaders and they propose missions for you to take. Because of the tight security around the warlords and their lieutenants, you'll be required to submit to a weapons search at the door before entering.

Expat Bars

Both districts in the country have drinking-holes frequented by expatriates like you. This is where independent contractors unaffiliated with either faction can rest and swap war stories. As you meet new buddies, they will begin to appear at the local bar on a regular basis. Buddies there will invite you to take on side-quests. You can also occasionally find Reuben there following up on story leads.

The Church in Pala / The Clinic in Port Selao

Both districts in the country have sanctuaries harbouring the leaders of the Underground. By visiting the Church (in the north) or the Clinic (in the south) when you need medicine, you can receive directions to the nearest group of civilians in distress.

Buddies

You aren't the only free-agent playing the factions. During your time in-country, you'll encounter a number of guns for hire who do work off the books for the UFL and APR. These men and women are veterans of every ugly little war of the last 20 years. Like you, they can't afford to trust anyone too easily; but they also know that alone, they haven't got a hope.

Unlocking Buddies

Many of the buddies you encounter will be in some kind of trouble. Rescuing them from their situation is the first step in earning their trust. You may be asked by one of the factions to break out a buddy being held hostage by the other side, or in the course of exploring the country, you may stumble across a new buddy in distress. Rescuing a buddy adds them to your personal circle of contacts.

Buddy History

Each new buddy has a personal history rating that reflects the quality of your relationship. The buddy's history rating is increased whenever the buddy gets involved in the game's action, either by giving help to you, or by receiving help from you. A higher history rating influences the kinds of buddy interactions available to you, and increases the chances of that buddy being involved in the story.

Buddy Support

A buddy with a high enough history rating will voluntarily be available to support you while you're out in the field. He will appear at unlocked Safe Houses, where you can accept his offer of support. Support comes in the form of rescue, if you succumb to injuries either in combat or an accident. But remember, when a buddy comes to your aid, he's putting his own life at risk. He can defend himself, but if he's killed, he's gone forever.

Subverting Faction Missions with Buddies

The buddy with the highest history will routinely phone you after you've received a mission from one of the factions. If you meet the buddy at the specified Safe House to hear his plan, he'll be able to help you to expand the scope of the original mission, inflicting much greater damage on the target and boosting your reputation. Using the buddy's strategy carries risks. He will be placing himself in harm's way and will depend on you to come to reinforce him. Failure to do so may cost the buddy his life.

Buddy Status

At any time, you can check the status of your top-ranking buddies on the objective screen in the pause menu. You can get additional details on all of your buddies - living and KIA - in the Buddies section of the Notebook.

Special Locations

As you start to explore the country's hidden corners and remote areas, you'll begin to recognise some common locations providing valuable special features.

Safe Houses

These are private dwellings that have been seized by the militias to use as quarters. Their defensibility makes them useful to you and your buddies. You can secure new Safe Houses by eliminating the faction soldiers occupying them. Once unlocked, Safe Houses offer a place to fast-forward time and save the game. As a reward for your help, buddies will upgrade the Safe Houses with ordinance and medical supplies.

Weapons Shops

A consummate entrepreneur, the local weapons reseller has been very resourceful about annexing abandoned storefronts and warehouses to his growing chain of weapons shops. For a modest fee (in diamonds), you can use the weapons shop's PC to order a regular resupply of any available weaponry.

Underground Shops

Some shopkeepers in the country have a powerful incentive to stay open: They are the cell leaders of a network devoted to saving as many of the displaced citizenry as possible. While they haven't got the means to employ mercenaries directly, the civilians in hiding can offer you something just as valuable as diamonds in return for your assistance: malaria pills.

Bus Stops

Regional bus stops serve as fast-travel nodes, letting you avoid dangerous overland travel. By interacting with the map at a Bus Stop, you can select a destination.

Checkpoints and Perimeter Guard Posts



Even outside of the major faction strongholds, the militias have a presence. They patrol the roads in their technical trucks and establish roadblocks and garrisons in abandoned villages along the major routes. These reinforced positions can be dangerous, but raiding them routinely yields valuable resources, from ammunition to first aid to vehicles.

Planning and Approach


Far Cry® 2 gives you 50 sq km of open environment in which to explore, manoeuvre, and engage your enemies. There are a number of tools that will help you use this to your fullest advantage.






The Map

Your map of the country provides up to three levels of detail. Equip your map and compass during the action by pressing . You can move and reorient normally when using your map. Press  to switch between the 3x3 Km world map and the 1x1 Km area map.

The Monocular

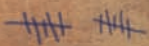
With the map equipped, you can also use your field monocular for long-range observation. Pull and hold  to look through the monocular.

Scouting

When approaching important locations, you will be able to access the detailed local map view. With the local map and monocular, you can scout the target area for tactical intel. Press and hold  to look through the monocular. As you scan the main features of the location, the view-finder ring will change from red to green to indicate an item of interest. When green arrows are lit, pull  to capture the item's information. Release  to return to the local map. Icons are added to the local map as new intel is captured.

Reading the Map

Your map is updated constantly with new icons as you activate or complete mission objectives, when you unlock new locations through exploration and when you scout locations with your monocular:



MAP GAME ICONS			
MAIN OBJECTIVE		RECOVERED DIAMONDS	
BUDDY OBJECTIVE		SNIPER POSITION	
UNDERGROUND OBJECTIVE		MOUNTED WEAPON	
SAFEROOM		VEHICLE	
CELLULAR ANTENNA		AVAILABLE MISSION	
WEAPON SHOP		TOWN	
BUS STATION		GUARD POST	
UNDERGROUND HQ		AMMO PILE	→
UFLH HQ		EXPLOSIVE PILE	→
APR HQ		FUEL PILE	→
MIKE'S / THE MARINA BAR		HEALTH SUPPLIES	→

Night and Day

Environmental conditions can have a big impact both on your ability to observe your surroundings, and on the enemy's ability to spot your approach.

Notebook Menu

At any time, you can pause the game by pressing . This brings up the Notebook Menu, where you can find current information on your mission objectives as well as the status of your buddies, upgrades and inventory items.

Objectives and Mission Details

This is the default screen when you pause the game. It displays the current objectives available for your active mission, and the status of your highest-ranking buddies.

Jackal Tapes

By exploring the game world, you can collect lost audio tapes, originally recorded by Reuben in his interviews with "The Jackal". Each tape you find is added to the Jackal Files. You can listen to any of the tapes you've collected from within this section of the Notebook.

Buddies

As you develop your relationship with your buddies, their status is updated automatically in this section. As their rating increases, their position in the Buddy List will move up. When a buddy is lost - or abandoned, - in combat, their entry is greyed out and marked missing or killed.

Upgrades

This page lists the upgrades that are available for weapons, vehicles and equipment.

Statistics

The Stats page automatically records and updates detailed statistics on your in-game performance.

Journal

This section records your progress and summarizes the story events of the game to date. As your infamy and malaria symptoms progress, this reputation/sickness page provides notes on your current state. Go here for some quick insights into the reactions you receive from characters you encounter.

Options

Set/change your game, display, sound and control settings here.

Load Game

Load previous save games.

Save

Save your current progress.

Quit

End your Far Cry® 2 session.

MULTIPLAYER

Far Cry® 2 allows up to 16 players to connect and play competitive games over Xbox LIVE or a System Link network. To load, choose **Multiplayer** from the Main Menu.

Far Cry® 2 supports two modes of play:

- **XBOX LIVE:** Play online over the Xbox LIVE network
- **SYSTEM LINK:** Link Xbox 360 consoles to play on a local network.

XBOX LIVE

Signing In to Xbox LIVE

Press the Xbox Guide button and sign into an Xbox LIVE-enabled gamer profile. Once you have signed in you're ready to start playing Far Cry® 2 Multiplayer.

MATCHES

In Far Cry® 2 Multiplayer you can choose to play Ranked Matches or Player Matches:

- **Ranked Matches:** Use the TrueSkill™ rank system to match players based on skill and experience. Wins and losses in Ranked Matches affect a player's TrueSkill™ rank. Ranked Matches only support official Ubisoft Far Cry® 2 Multiplayer maps.
- **Player Matches:** Lets you set the parameters of the type of game you want to search for or play. Player Matches do not affect TrueSkill™ rank and support official Ubisoft Far Cry® 2 Multiplayer maps or maps created using the Far Cry® 2 Map Editor.

Creating a Match

Creating a match allows you to customise any number of settings while hosting a game.

This includes choosing the map and dictating time of play, whether team kills are punished, and more.

Quick Match

Quickly connects you to any game available from the most recent matchmaking playlist you selected. While you cannot select specific details of the type of game you will join, it is a convenient option.

Join Custom Match

Search through a list of available matches based on a variety of settings.

MULTIPLAYER HEADS-UP DISPLAY



1- Health Indicator

The health bar is separated into 5 parts. The first 4 parts will refill if they are not empty. The fifth part represents a critical wound and will slowly bleed out until death unless you self-heal. Self-healing can be performed at any time outside of vehicles and will replenish the entire health bar.

2- Weapon Indicator and Throwables

First number is the amount of ammo in current weapon and the second number is the total currently carried for this weapon. On top of the weapon ammo, the type and amount of throwable is displayed.

3- Contextual Interaction Icon

This is to inform on possible interaction with game world objects: vehicles, ladders, ammunition piles, team healing. Anything that you can interact with will appear here.

4- Score Display

Your faction logo is always visually larger than the enemy's.

- In Deathmatch the screen displays the top 4 scoring players.
- In Team Deathmatch the score display illustrates your team's score versus the enemy's score.
- In Uprising the map control point status are displayed.
- In Capture the Diamond the status of each team's diamond is displayed.

5- Name Indicator

Your friends' names appear in green and the enemy names are displayed in red.

6- Information Box

The information box is used to enhance comprehension of game events and match status. For example, the box will appear when a rank up occurs, a weapons manual is unlocked, a diamond has been stolen, or a control point has been captured.

MULTIPLAYER GAME MODES

Compete alone or in teams in four different game types with a variety of customisable settings.

- **Deathmatch:** In this free-for-all battle the first mercenary to reach the score limit is the winner. Watch your back and eliminate everyone in your path!
- **Team Deathmatch:** The first team to reach the score limit wins. Cooperation is the key - revive your teammates to remove a point from the enemies score!
- **Capture the Diamond:** Each team has a diamond supply stored in a briefcase at their base. Raid the enemy base and secure their briefcase and return it back to your base to score a point.
- **Uprising:** Two teams battle to capture and control points on the map. The Captain is the only member of his team that can interact with capture points. Once a team has captured all points, Kill the opposing team's Captain to win the match.

Classes

Far Cry® 2 multiplayer uses a class system in multiplayer play. Each class features unique weapons and combat strategies that evolve as you earn diamonds to upgrade their weapon packs.

Commando

The Commando is a well-rounded class with mid-range assault weapons and grenades. The class is ideal for fire-and-movement tactics and assaulting fortified positions.

Weapons: G3-KA4 assault carbine, AK-47 assault rifle, FAL Paratrooper. Assault rifle, Star .45 combat pistol, M-79 Grenade Launcher, Molotov cocktails.

Sharpshooter

The Sharpshooter is the long-range specialist, armed with highly accurate and deadly weapons. Higher-level weapons are ideal for anti-personnel and anti-materiel roles.

Weapons: M1903 bolt-action rifle, Dragunov SVD semi-auto sniper rifle, AS50 high powered rifle, Makarov pistol, Flare Pistol, M-67 Grenade.

Guerrilla

The Guerrilla class specializes in close combat and ambush tactics. Improvised weapons and short-range weapons make the class versatile and deadly.

Weapons: Homeland 37 modified choke shotgun, SPAS-12 semi-automatic shotgun, USAS-12 full-auto shotgun, MAC-10 sub-machinegun, IED's, Molotov Cocktails.

Rebel

The Rebel uses the most terrifying and dangerous weapons on the battlefield. A variety of fire-producing and explosive weapons make the class ideal for intimidation and suppression.

Weapons: LPO-50 Flamethrower, RPG-7 rocket launcher, MGL-140 "hammer" semi-automatic grenade launcher, Makarov pistol, Uzi sub-machinegun, M-67 Grenade.

Gunner

The Gunner class is the heavy weapons specialist, ideal for squad support or defense. Heavy machineguns are inaccurate on the move, but deadly versus personnel and vehicles when fired stationary.

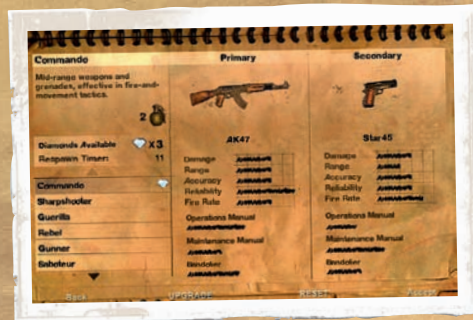
Weapons: PKM general purpose machinegun, Carl G Rocket Launcher, M-249 SAW heavy machinegun, American Eagle heavy combat pistol, MAC-10 sub-machinegun, M-67 grenade.

Saboteur

The Saboteur class is equipped for stealth and insurgency operations. Silenced weapons and other deadly tricks make the class ideal for disrupting enemy plans and eliminating high-value targets.

Weapons: Dart Rifle with neurotoxin darts, Silent MP-5 sub-machinegun, AR-16 assault rifle with green-dot scope, Silent Makarov 6P9, IED's, Molotov Cocktails.

MULTIPLAYER LOAD-OUT



- o **Switch/Preview Weapons:** You can scroll to apply unlocked weapons to your current loadout.
- o **Upgrade:** Use earned diamonds to upgrade the class of your choice. Press **X** to assign and **A** to accept your changes.
- o **Reset:** Press **Y** to reset to redistribute all of your diamonds. Note that you will be penalised one diamond for using the reset option.

Field Manuals

As you use each of the weapons in the game, your familiarity with them will increase. Over time, your expertise can unlock three Field Manuals that will change the stats of your favourite guns:

Operations Manual	Weapon accuracy improved
Maintenance Manual	Weapon durability improved
Bandolier	Weapon total ammo increased

NOTES

*The United Front for Liberation and Popular Struggle
The Alliance for Popular Resistance (APR)*



DISCLOSURE STATEMENT

This game incorporates technology of Massive Incorporated ("Massive") that enables in-game advertising, and the display of other similar in-game objects, which are uploaded temporarily to your personal computer or game console and replaced during online game play. As part of this process, Massive may collect your Internet protocol address and other basic anonymous information, and will use this information for the general purposes of transmitting and measuring in-game advertising. Massive does not store or use any of this information for the purpose of discovering your personal identity. For additional details regarding Massive's in-game advertising practices, and to understand your options with respect to in-game advertising and data collection, please see Massive's privacy policy at http://www.massiveincorporated.com/site_network/privacy.htm. The trademarks and copyrighted material contained in all in-game advertising are the property of the respective owners. Portions of this product are © 2007 Massive Incorporated. All rights reserved.

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PROCVL CLAMOR II

TECHNICAL SUPPORT

If you experience difficulties playing your Ubisoft game, please first contact our 24-hour on-line solution centre at www.ubi.com/uk.

Our 24-hour automated telephone service is available on 0871 664 1000.

The Live service option is available from 11am until 8pm, Mon-Fri (excluding bank holidays).

Please make sure you are in front of your PC when calling our support team to enable us to troubleshoot your query for you.

Faulty Game:

If you believe your game is faulty, please contact our support team before returning your product to the retailer. A discrepancy between your operating system and the required game specifications may result in errors during game-play, such as: your screen returning to desktop or freezing, jerky graphics or error messages.

Damaged Game:

If your game is damaged when purchased, please return it to your retailer with a valid receipt.

If your receipt has expired and you are within the 90 day warranty period, please contact the Ubisoft support team for verification.

Australian technical support Technical Support Info Hotline
1902 262 102

(calls are charged at \$2.48 per minute including GST. Higher from public and mobile phones).

Please note that we do not offer hints & tips at our technical support centre.