FARCRY
INSTINCTS
PREDATOR™

MATURE 17+

M

CONTENT RATED BY
ESRB

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 (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

Technical Support

Before contacting Ubisoft's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search the support database at our website, **http://support.ubi.com.** Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:
• Full product title
• Game console you are using

Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems: **http://support.ubi.com.**

Contact Us by Webmail

Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at **http://support.ubi.com.**

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone

You can also contact us by phone by calling **(919) 460-9778** (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand. Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST). While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

Contact Us by Standard Mail

If all else fails you can write to us at:

Ubisoft Technical Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560

Return Policy

Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit the FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

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XBOX LIVE®

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.
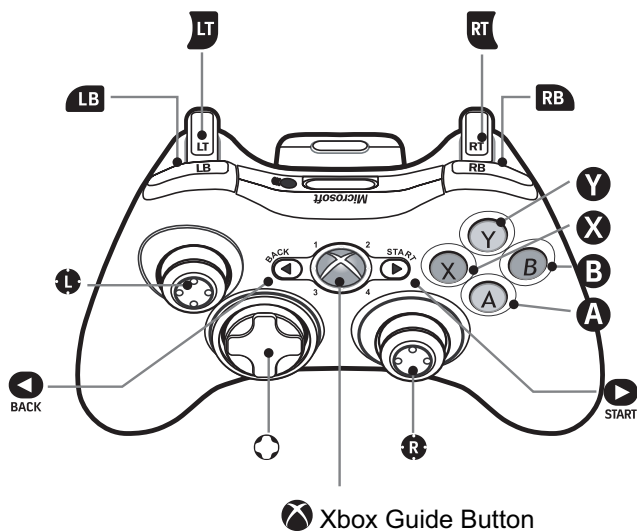
Connecting

Before you can use Xbox Live, connect your Xbox 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.

CONTROLLER SCHEME

Xbox Guide Button

Game Controls

	SINGLE-PLAYER	MULTIPLAYER	VEHICLE CONTROL
Left trigger	Throw grenade/Molotov cocktail/pipe bomb/rock/handbrake/hold breath	Throw grenade/Molotov cocktail/pipe bomb/rock/handbrake	Handbrake
Right trigger	Shoot/install trap/melee attack/detonate pipe bomb	Shoot/install trap/melee attack/detonate pipe bomb	Shoot
Ⓐ button	Jump/stand up/roll back (press and hold when prone) Press, hold, and release for Feral jump	Jump/stand up/roll back (press and hold when prone) Press, hold, and release for Feral jump (Predator or Steal the Sample mode)	Jump (with ATV only)
Ⓑ button	Melee attack/kick/cycle vehicle positions/unhinge weapon	Kick/melee attack/cycle vehicle positions	
Ⓧ button	Reload/disarm pipe bomb/contextual action/ exit binoculars	Reload/disarm pipe bomb/ contextual action/ exit binoculars	Enter or exit vehicle
Ⓨ button	Feral run (tap)/feral sense(s) (hold)	Feral run (tap)/Feral sense(s) (hold) Sprint for mercenaries	
Right bumper	Toggle weapons/traps	Toggle weapons/traps	
Left bumper	Toggle rocks/grenades/pipe bombs/Molotov cocktails	Toggle rocks/grenades/ pipe bombs/Molotov cocktails	
Right stick	Free look/click to enter rear sight/zoom mode	Free look/click to enter rear sight/zoom mode	Free look
Left stick	Move/crouch (click)/prone (click and hold)/hold to crouch again	Move/crouch (click)/prone (click and hold)/hold to crouch again	
D-pad	Up: Hold to use binocular/zoom in Down: Select special weapon/zoom out Left: Select primary weapon/akimbo (double tap) Right: Select secondary weapon/akimbo (double tap)	Up: Hold to use binocular/zoom in Down: Select special weapon/zoom out Left: Select primary weapon/akimbo (double tap) Right: Select secondary weapon/akimbo (double tap)	
BACK button	Objectives	Scoreboard	
START button	Pause game	Pause game	

INTRODUCTION

First Chapter

Some say Jack Carver settled down in Micronesia because he was on the run from past mistakes. But while it's true that the dishonorable discharge and the price on his head made it hard to earn an honest living, that never stopped Jack before.

A few years and a lot of boat trips later and Jack could almost imagine that life had always been this simple. Maybe that's why he didn't smell trouble when Val Cortez showed up at his dock with her cameras, her swimsuit, and a daypack full of cash. Or when she asked him to take her to the Jacutan islands, a remote archipelago that the locals knew enough to avoid.

Now, his boat and livelihood are so much burning debris, Val's disappeared, and everywhere he runs Jack finds more whackjobs in fatigues trying to shoot him or blow him up or run him over. On top of that, he's cornered in a merciless tropical jungle, where violent death lurks just an inch below the natural beauty.

Jack will have to embrace the wilderness and make its brutality his own, or face extinction at the point of a mercenary's gun.

Second Chapter

The incident at the Jacutan Archipelago changed Jack Carver's life forever. After Dr. Krieger's death at the hands of his own test subjects, Jack had little choice but to embrace the disturbing talents unleashed by Krieger's unique brand of folk medicine. Even the agency that employed Val Cortez and her mentor Doyle proved unable or unwilling to treat Carver's "condition."

Jack returned to his home port in Micronesia, flat broke and without the boat that had provided his livelihood. At least in the relative peace of Kolonia Bay, his feral aspect remained dormant. But that peace brings with it restlessness – and a lingering craving for the freedom and power that await him in the wild.

QUICK-START GUIDE

Starting or Loading Your Story Mode Game

- Select Instincts Story or Evolution Story from the Main Menu.
- Select Create New Game to start at the beginning.
- Select Resume Game to continue an existing game.
- Select Play Without Saving if you have no storage device.

Starting a Split-Screen Multiplayer Game

- Select Multiplayer from the Main Menu.
- Select Split-Screen.
- Each player must press the Ⓐ button to join the game. Once every player has pressed the Ⓐ button, choose the game type and map.

Starting a System Link Multiplayer Game

- Select Multiplayer from the Main Menu.
- Select System Link.
- Do one of the following:
  – To join a game, choose a System Link match from the menu, and press the Ⓐ button.
  – To create a new match, press the Ⓧ button, then select the game type, number of players, and map, and finally press the Ⓐ button to start the match.

Starting an Xbox Live Multiplayer Game

- Select Multiplayer from the Main Menu.
- Select Xbox Live.
- Select your Xbox Live account.
- If you have a pass code set for your account, enter it now. Otherwise, skip this step.
- Choose Standard Match or Ranked Match, and then select Quick Match or Custom Match.
- Do one of the following:
  – To join a game session, press the Ⓐ button.
  – To create a new match, press the Ⓧ button, select the game type, number of players, and map, and then press the Ⓐ button to start the match.

Creating a New Map

• Select Map Editor from the Main Menu.
• Select Create a New Map.
• Select your template: Paradise, Jungle, Swamp, or Forest.
• Select your brush type: Military, Ruins, Research, or Refinery.
• Press the Ⓐ button to start.

CHARACTERS

Jack Carver

Chapter 1

Carver was forced to disappear from the States when his merchandise was used to snuff the nephew of a top New York mob boss. Now laying low in the South Pacific, he ekes out a living delivering fishing gear to various importers, and he can still smell a deal a mile away. When an attractive journalist approaches him with plenty of currency just to take her to the remote Jacutan Archipelago, he leaps at the chance.

Chapter 2

Since returning home, Jack has fallen on hard times. Without a new boat to replace the destroyed Lady Karma, he's staring down mounting debts and limited prospects – usually through the bottom of a glass. It doesn't help that when he closes his eyes, Jack can still smell blood on the humid Jacutan air, and feel the adrenaline pumping through his veins. He'll tell anyone that all he wants is his old life back. But who is he really kidding?

David Doyle

Chapter 1

Known in official documents by his actual first name – David – "Doyle" was recruited by the agency away from his PhD studies, and sent to The Farm in Virginia for training as an operative. His test scores were off the charts, and he began several years of successful HUMINT operations.

Chapter 2

After the Jacutan debacle, even the agency's golden boy had to face bench time. Given Doyle's history with Val Cortez, it's hardly surprising that she was moved back to Middle Eastern Black-Ops while he was shuffled to a desk job. But when a minor Southeast Asian insurgency flares into a full-blown strategic crisis, Doyle is the obvious choice to go in and eliminate the threat.

Valerie Cortez

The agency poached Sgt. Valerie Cortez from the U.S. Army's Aviation School, arranging her transfer to Ft. Bragg where she demonstrated a knack for extrajudicial action. Over time, Val has become a leading operator on assignments for which official deniability is paramount.

Dr. Herman Krieger

Formerly Austria's preeminent pharmacologist, Dr. Krieger has become preoccupied with rather extreme theories of human adaptation. With the backing of a secret society known as "Gotteserbengesellschaft," Krieger vanished with $200 million in pharmaceutical company funds almost 20 years ago.

Col. Richard Crowe

After his dismissal from the South African military in 1993, Crowe built a small fortune in dozens of conflicts across the southern hemisphere, which also left him with a vicious scar and reputation for brutality. Ten years ago he founded The Adversity Group, a Dubai-based "risk-management" firm.

Kade

Kade never knew her father; only that he was European and thought nothing of casting her mother aside like trash. She took the lesson to heart. Over the years, she's applied her sensuality, keen intellect, and occasionally a blade between the ribs to ascend through the world of smugglers and pirate clans – and out of the squalor of her birth home.

Semeru

Whether it was psychotic delusion or simple arrogance that inspired him to take as his name the birthplace of the gods, Semeru has built a potent mythology for himself. His origins are secret, but he and his elite warriors share a common background of ascetic militarism, mystical experience, and the brutal crucible of ceaseless warfare. This is the foundation on which he formed a misfit army of zealots from around the world.

VEHICLES

RMV

The Recon Medium Vehicle (RMV) is lightly armored. It's ideal for transporting small units and packs some firepower with its mounted machine gun.

Patrol Boat

Armed with a machine gun, it's good for getting across contested water under fire.

Inflatable Boat

Very light and maneuverable in the water, the inflatable boat has a sharp turning radius.

Glider

This is intended less as a general-use vehicle and more as an emergency means of making quick descents from high ground.

ATV

The all-terrain vehicle (ATV) is rugged and fast, but notoriously prone to rolling and flipping.

Hovercraft

Temperamental and difficult to control, the military hovercraft can travel over any surface. Fortunately, it also sports a mounted machine gun.

Water Scooter

Highly maneuverable, the water scooter is ideal for getting through tight spots.

Pirate Boat

The pirate boat is a small boat normally used for fishing on rivers. Pirates have modified it with a motor and mounted weapon.

Military Transport Truck

The military transport truck is a tactical vehicle normally used for the transportation of soldiers.

Technical Truck

The technical truck is a civilian pickup modified to carry a mounted weapon in its rear bed.

WEAPONS, TRAPS, AND PICK-UPS

Weapons

Butterfly Knife

This concealable blade comes in handy at close range, in stealth situations, or when ammo is scarce.

9mm Auto

The 9mm auto is a reliable machine pistol with an extended magazine that can hold 30 rounds, with one in the chamber (Akimbo supported).

9mm

This pistol can be equipped with a suppressor, making it a favorite of special operators (Akimbo supported).

Handgun

This large-caliber, semi-auto handgun is even effective against light vehicles (Akimbo supported).

Shotgun

The shotgun is used in close quarters against armored targets or in jungle situations against fast-moving animal quarry.

MP5

Small, lightweight, and accurate, the MP5 is versatile enough to be good in close quarters as well as extended firefights (Akimbo supported).

P90

While it lacks the range of heavier assault weapons, the P90's portability and ammo capacity make it robust. It can defeat standard body armor at medium distances (Akimbo supported).

Carbine

Equipped with both a scope and a suppressor, it's good for both close-quarter fights and light sniping.

Assault Rifle

Equipped with a grenade launcher, the assault rifle is the perfect choice for situations where subtlety isn't a tactical requirement.

Machine Gun

The machine gun is a lightweight, portable weapon capable of delivering a large volume of effective fire. Its standard configuration uses a high-capacity box magazine.

Recon Rifle

Equipped with a 7x optical sight, this weapon is perfect for taking down your enemies from a distance.

Sniper Rifle

Its 10x optical sight makes it perfect for long-range sniping from protected positions.

Rocket Launcher

With its 2x zoom and four-rocket capacity, the portable rocket launcher is the perfect means of unleashing big destruction.

Hand Grenade

The standard fragmentation grenade inflicts high-velocity shrapnel damage on targets with its 15-meter explosive radius.

Mortar Stationary Weapon

This 40mm multipurpose, indirect-fire weapon is ideally suited to perimeter defense, counter-sniper operations and blowing the hell out of hostile vehicles.

FC Stationary Weapon

This reliable, heavy machine gun provides both offensive and defensive suppression fire.

Blowgun

This primitive weapon uses poisonous darts that will neutralize Feral abilities for a while.

Pipe Bomb

The pipe bomb is a new weapon. Jack can install the bombs and detonate them later. You can always disarm a pipe bomb by pressing the ✕ button.

Molotov Cocktail

Bottle filled with flammable liquid to throw at opponents.

Traps

Branch Whip

A tree branch with a wooden spike, pulled back and then released to lash anyone passing close by.

Claymore Mines

The Claymore is a directional fragmentation mine. It automatically detonates after a delay indicated by a blinking light when an enemy is within striking distance.

Placing and Setting up Traps

- **Find location:** Find an appropriate location for the trap you want to use. The trap will turn opaque once it's set in an appropriate location. The location you choose determines the type of trap (branch whip or Claymore mine) you'll install. For example, if you aim at a tree, you'll install a branch whip. If you aim at the ground, you will install a Claymore.

- **Set up trap:**
  - **Branch whip:** Once the trap appears opaque, pull the right trigger to bend the branch around the tree. When fully bent, the branch is installed.
  - **Claymore mine:** Once the mine appears opaque, pull the right trigger. The light at the top of the Claymore mine will start blinking quickly. When it stops blinking, the trap is installed.

Tip! Draw in your enemy (optional): You can try to lure enemies by throwing a rock near an installed trap. However, this strategy will only work with unsuspecting enemies

Pick-Ups

Health Pack

Small and large health packs restore your health.

Armor

Small and large armor restore your protection.

Binoculars

Binoculars have up to 24x zoom, a motion tracker for identifying and tracking distant enemies, and a directional microphone for hearing noises from a great distance.

Detonation Pack

The detonation pack contains explosives with a time delay.

Various Access Cards

These are necessary to unlock some locations.

Ammunition

Ammo can be picked up from weapons of dead enemies or from weapons lying around.

Adrenaline Plant

Consuming this exotic plant will restore your adrenaline.

FERAL ABILITIES

To survive, Jack Carver must adapt to his environment. In the course of the game, he will unlock his dormant animal aspect. Here's a quick overview of these feral abilities:

Adrenaline

Adrenaline is the body's stress chemical. Jack learns to harness its power for a variety of physical feats. Jack can receive an adrenaline rush in several ways:

- **Bloodlust:** By moving in stealthily and remaining close to his enemies, Jack builds up a surge of adrenaline in anticipation of the kill (high).
- **Pain:** When Jack takes physical damage, he experiences an adrenaline spike (medium).
- **Rest:** When Jack's not actively tapping his adrenaline to power his feral abilities, his body's natural stores will regenerate (low).
- **Rations:** Jack will sometimes find high-calorie MREs that his body can convert into useful energy. Jack expends adrenaline by using his feral abilities:
  - **Feral attack (high).**
  - **Feral sense (low to medium).**
  - **Feral speed (low).**

Feral Attack

This slashing attack lets Carver instantly kill an enemy with his bare hands. It's very useful in medium to close combat. (Jack can also attack an enemy standing on a dock or beach from beneath the water.) You'll know you are able to perform the attack when a claw icon appears in your targeting reticle.

Feral Sense: Smell

Flesh and blood have a distinctive odor, as does fear. Like a jungle predator, Jack will learn to perceive the scent trail left by his prey, and track it to its source.

Feral Sense: Vision

Carver's eyes become adapted to low-light conditions, allowing him to see useful terrain features even in the dark. Over time, his vision becomes sensitive to the heat generated by living things.

Feral Speed

Like any good predator, Jack needs to be fast. While he's actively using his speed, Jack can also build up power for incredible long-distance leaps.

Feral Strength

Functional strength is vital to Jack's survival. Armed with his unlocked abilities, Jack discovers that he can dominate his environment like never before.

Feral Climb

This ability allows Jack to use his Feral sense to perceive climbable paths on cliffs or trees that would be otherwise be inaccessible.

STORY MODE

To start a new single-player game, select Story Mode from the Main Menu. To continue a previous game from your last saved checkpoint, choose Story Mode from the Main Menu and then Resume Game from the following screen. As you play through each map, the game will automatically save your progress to the Xbox 360™ console at various checkpoints.

If no storage devices are available, you can still play by choosing Play Without Saving.

IN-GAME INTERFACE (HUD)

The HUD (Head-Up Display) has multiple elements.

1. Stance:

2. Radar:

• **Green dot:** Unnoticed.
• **Yellow dot:** Investigating AI.
• **Orange dot:** Threatened AI.
• **Red dot:** Alerted.
• **Blue dot:** Objective.
• **White dot:** Friendly AI.

3. Health meter:

• When Carver is shot at, a red arrow will indicate the direction the shots came from.

4. Armor meter:

• When Carver is wearing armor, it takes two-thirds of any inflicted damage while his health takes the last one-third.

5. Breathing bar:

• Use when underwater or to hold your breath when using a sniper rifle.

6. Compass:
- Indicates the direction you're facing.

7. Kade and Doyle's health status:
- Kade's death ends the game.
- Doyle's death ends the game.

8. Remaining ammo:
- The first ammo count shows the ammunition in the weapon Carver is carrying.
- The second ammo count relates to the akimbo when activated.
- When the weapon runs out of ammunition, press the ✕ button to reload it.
- The grenade indicator shows the number of grenades that Carver is carrying.

MULTIPLAYER

Multiplayer Menu

When playing the Far Cry Instincts Predator multiplayer game, you can play split-screen on a single Xbox 360 console, play against other players on separate Xbox 360 consoles through a System Link connection, or play against online opponents through Xbox Live. You can also sign in to your Xbox Live account or change your gameplay options from this menu.

Split-Screen Game

To play a split-screen game, select Split Screen from the Multiplayer menu. Other players must press the Ⓐ button to join the game and choose their gamer profile. Once every player has pressed the Ⓐ button, choose the game type and map.

System Link Game

To play a System Link game (up to 16 Xbox 360 consoles connected), select System Link from the Multiplayer menu. You will proceed to the Game Selection screen, where you can either join an existing System Link game or create your own game.

To join an existing game, choose one from the System Link screen, and then press the Ⓐ button to enter the game.

To create your own game:
- Press the ✕ button from the System Link screen.
- Choose the game type you want to play, the number of players, and the map.
- Press the Ⓐ button to confirm your choice and start the game.

NOTE: System Link games will only be available from the Multiplayer menu if your Xbox 360 console is connected to another Xbox 360 console, either directly via a System Link cable or over a Local Area Network (LAN). For more information about System Link connections, please refer to your Xbox 360 Instruction Manual.

Playing an Xbox Live Game

To play on Xbox Live game, you must first sign in Xbox Live. From the Multiplayer menu, select Xbox Live, and then select Standard Match or Ranked Match.

Quick Match

To quickly begin an Xbox Live game, select this option. This will start a search for an Xbox Live game according to your most recent search settings. You can either enter the match by pressing the Ⓐ button or launch a new search by pressing the Left Bumper. If no match meets your requirements, you can create a new match by pressing the ✕ button.

Custom Match

To check a list of available Xbox Live games, or to search for a specific type of game, select this option. Select your desired game parameters and launch a search. A list of existing Xbox Live games that fit your requirements will appear on-screen. You can either press the Ⓐ button to join or press the left bumper to refresh the list and find more games. If no match meets your requirements, you can create a new match by pressing the ✕ button.

Create Match

To create an Xbox Live game, select this option from the Standard Match or Ranked Match menu. Select the desired game settings and launch the game. While in the Lobby, you can press the Ⓨ button to access your Friends List and invite other players to join your game. Once you are ready to start the game, select the Launch option.

Friends List

Your Friends List is available from anywhere in the menus or Lobby by pressing the Ⓨ button. From this screen you can view your Friends List, send an invitation, send a Friend Request, or add Friends to your Friends List.

Xbox 360 Headset

Far Cry Instincts Predator supports the Xbox 360 Headset in all Xbox Live and System Link game modes. In the Lobby, all players can talk freely, but you can only talk to your teammates during the game. However, if you are close enough or use your binoculars, you can listen to other players.

Statistics

View stats for yourself and other players around the world. (NOTE: This option will only be available from the Ranked Match menu if your Xbox 360 console is connected to the Internet through a broadband modem or Local Area Network.)

PLAYING MULTIPLAYER GAMES

Modes

Chaos

The first player to reach the predetermined kill number wins the match.

Team Chaos

Up to four teams can battle against each other. The first team to reach the predetermined kill number wins the match.

Steal the Sample

Steal the sample from the enemy camp and bring it to your camp to score a point. The player carrying the sample can use his or her weapon and toss the sample to a teammate. The first team to score a predetermined number of points wins the match.

Predator

A group of mercenaries is trying to cross the map to reach a transmitter and power a sonic alarm. When the sonic alarm rings, the predator dies. But to reach the transmitter, the mercenaries have to go through the predator's territory. The predator will have the complete set of evolutions (Feral skills, strength, and regeneration).

The predator will respawn if killed but mercenaries respawn only when the predator dies. Mercenaries win when the kill sequence hits zero; the predator wins when all mercenaries are dead.

Seek and Secure

Locate the active station and hold it for your team. The station must be successfully defended for the duration of the countdown to be "secured." The opposing team fights to seize the station from the defenders. Once the contested station is secured, a new station is activated.

Multiplayer In-Game Interface (HUD)

The HUD (Head-Up Display) has multiple elements.

1. The color of the HUD indicates what team you're on.
2. The sample indicator indicates how many points your team has scored in a Steal the Sample game.
3. Indicates your ranking and the number of kills.
4. Provides information about the game situation.
5. Displays the players' names.
6. Displays a message when you kill a player.

In a Chaos or Team Chaos match, there are some minor differences in the HUD:

1. Indicates how many kills your team has.
2. Indicates your ranking and number of kills.

In Predator mode, three changes appear in the HUD:

1. Indicates the number of seconds left in the kill sequence.
2. Indicates the distance (in meters) between the player and the base where the transmitter is located.
3. Mercenaries don't have radar.

In Seek and Secure mode, the following changes appear in the HUD:

1. Indicates the score of each team.
2. Indicates the location and the distance of the station to secure.
3. Indicates the time left to the team before they secure the station.
4. Indicates your score.

MAP EDITOR

Starting the Map Editor

To start the Map Editor, choose Map Editor from the Main Menu.

Creating a New Map

Choose Create a New Map from the Map Manager menu and select a storage device and enter your map's name.

- **The map template:** Specifies the look and feel of the map, including terrain and vegetation.
- **The brush set:** Specifies what kinds of objects you can place on your map.

Editing a Map: Editing Tools

Terrain Tool

Shapes the map's terrain. The terrain editing modes are:

- **Bump:** Use to gently modify the terrain.
- **Raise:** Use to raise or lower parts of the terrain without affecting the terrain and associated objects.
- **Set Height:** Use to force the terrain to a certain height.
- **Paint:** Use to manually change the terrain's surface.

Add-Object Tool

Adds new objects to the map. The categories are:

- **Vehicles:** Land and water transportation.
- **Weapons and Items:** Health, armor, power-ups, and weapons.
- **Multiplayer:** Objects specific to multiplayer modes.
- **Respawn Points:** Player start points for the multiplayer modes.
- **Small Brushes:** Small objects, such as crates.
- **Large Brushes:** Larger objects, such as fences and buildings.
- **Trees:** Various forms of vegetation.

NOTE: Various multiplayer items and respawn points are required to complete a multilayer mode. See the Multiplayer Mode Minimum Requirements section.

Edit Object Tool

Modifies one or more objects that are already placed on the map.

Environment Tool

Changes environmental settings, such as time of day, fog, and sound. You can also take a screenshot to show other players what your map looks like. The screenshot will be saved and distributed with your map.

Multiplayer Mode Minimum Requirements

Depending on the kind of map you want to create, certain minimum requirements must be fulfilled as follows:

Chaos and Team Chaos

- Eight respawn points.

Steal the Sample

• Blue and red sample bases.

• Eight blue and eight red respawn points.

Predator

• Sonic alarm generator.

• Two generator lights.

• Eight player respawn points.

• Four predator respawn points.

Seek and Secure

• Eight player respawn points.

• Three retrieval stations.

• Four player respawn points.

• Four predator respawn points.

TIP: A map can support more than one mode.

Saving Your Map

• Press the START button to access the Pause menu.

• Do one of the following:

  – To save your map using its current name, choose Save Map.

  – To save your map using a different name, choose Save As.

• Enter your map's description.

• When the map is saved, press the Ⓐ button to continue.

TIP: Remember to give your map an easily identifiable name and include a good description of your map's contents.

Sharing Your Map

Choose Publish Map from the Map Manager menu. The saved map list will appear.

NOTE: A map can be shared only if it has at least one completed multiplayer mode.

Re-editing a Saved Map

To reload a saved map, choose Edit a Saved Map from the Map Manager menu. The saved map list will appear.

Deleting Your Map

If you want to delete a map from the Map Editor, choose Delete Map from the Map Manager menu. The saved map list will appear.

NOTE: Deleting a map that has been shared will not remove the shared version of the map. The shared map will still exist on the Xbox 360 Dashboard.