

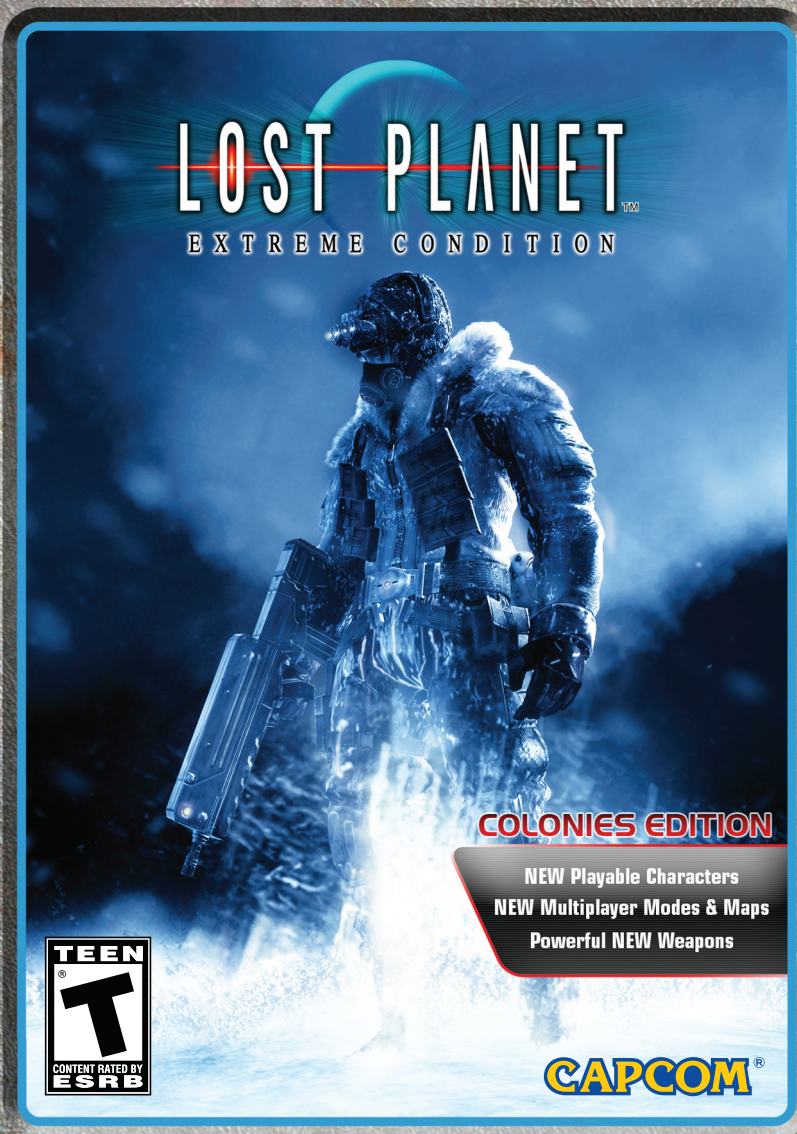
XBOX 360

LIVE



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LOST PLANET™

EXTREME CONDITION

COLONIES EDITION

NEW Playable Characters
NEW Multiplayer Modes & Maps
Powerful NEW Weapons



CAPCOM®

⚠ 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; 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.

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You are
 about to embark
 on a journey
 to a new frontier
 of snow and ice...

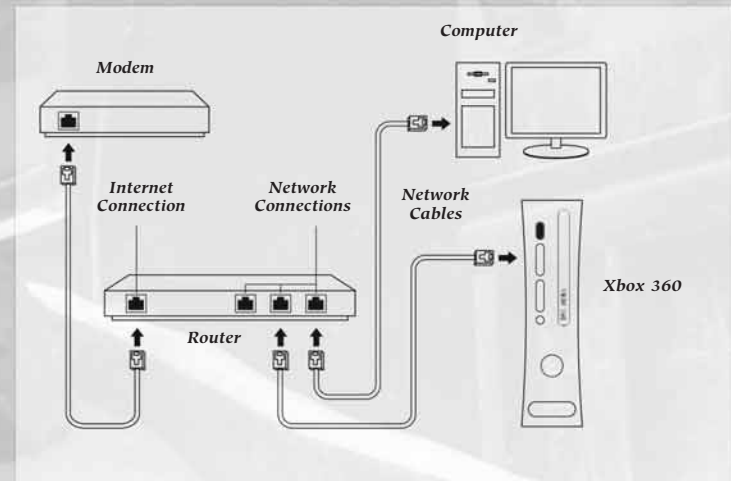
- This game is a work of fiction. Any resemblance to real people, places, or situations is purely coincidental unless otherwise indicated.
- Screenshots are of a product in development. Final product may vary.

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 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.

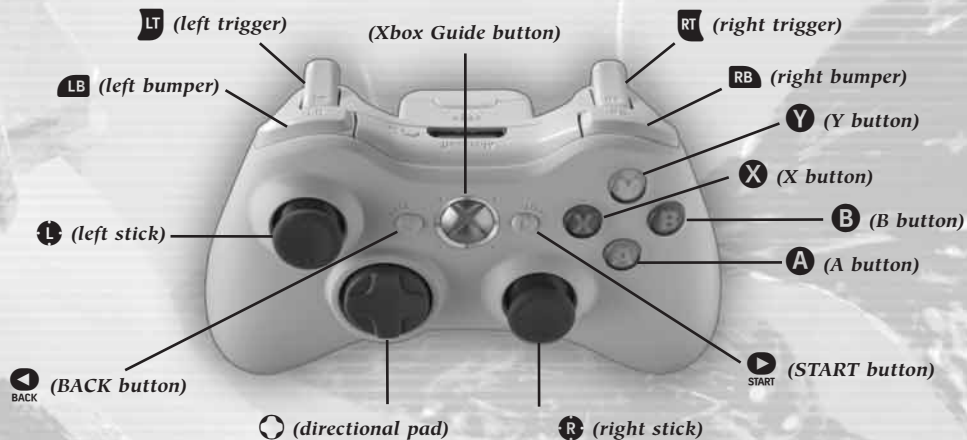


Family Settings

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.

Controls

You can change control configurations from Main Menu/Options/Game Settings (see page 6) or from PDA/Configuration (see page 18).



Other Controls

Confirm	A
Cancel	B

Human Controls (Pattern A Setting)

Jump	A
Action/Melee Attack	B
Anchor (see page 13)	X
Change weapon	Y
Zoom	L / R
Light	L / R
Turn 90° left/right	LB / RB
Grenade	LT
Shoot	RT
Move (Click to Crawl)	L
Aim (Click to Reload)	R
PDA Menu (see page 18)	BACK
Pause Menu	START

Vital Suit (VS) Controls (Pattern A Setting)

Jump	A
Action (Exit VS/Equip weapon)	B
Special Attack	X
Special Function	Y
Light	L / R
Turn 90° left/right	LB / RB
Fire left/right weapon	LT / RT
Move	L
Aim (Click to Reload)	R
PDA Menu	BACK
Pause Menu	START

Score Attack Mode

Compete for the best score by destroying enemies and objects. All enemies and destructible objects (barrels, wrecked cars, etc.) in each stage have a certain score value.

- A Combo Gauge is displayed near the top of the screen when things are destroyed.
- Your results are reflected in your online ranking. (Sign in to Xbox LIVE to check your online ranking.)



Destroy something else before this Combo Gauge disappears to form a combo and receive bonus points.

Unlimited Mode

Play with increased weapon power and movement speed in this bonus mode.

- To play in this mode, first select a mission at the Mission Select Screen, and then select *Unlimited Mode*.

Game Screen



- **LIFE GAUGE** — Displays your remaining life. If this gauge reaches zero, you fail the mission.
- **THERMAL ENERGY (T-ENG)** — Displays your remaining Thermal Energy. T-ENG is constantly depleting due to the extreme environmental conditions, so you must replenish it often.
- **RADAR** — Reflects the status of your surroundings. Activating a Data Post allows you to access its Radar data.
- **TARGETING RETICLE** — Aims your weapon or Anchor.
- **LEFT TRIGGER WEAPON** — Displays the weapon equipped to and activated by the left trigger (**LT**).
- **RIGHT TRIGGER WEAPON** — Displays the weapon equipped to and activated by the right trigger (**RT**).
- **RIGHT TRIGGER SECONDARY WEAPON** — Displays the secondary weapon equipped to and activated by the right trigger (**RT**). Press **Y** to switch to this weapon.
- **PLAYER** — The character you are controlling.

Basic Controls: Movement



- L** **MOVE** — Move your character in the direction you move **L**.

- LB/RB** **TURN 90° (Pattern A)** — Press either bumper to turn 90° in the bumper's direction. *(See below for more information.)*

- A** **JUMP** — Press **A** and move **L** to jump in the selected direction.

- Click **L** **CRAWL** — Click and hold, then move **L** to crawl in the selected direction.

- Click **L** + **A** **EVADE (ROLL)** — While pressing **L** in any direction, press **A** time to execute an evasive roll.

- X** **ANCHOR** — Fire the Anchor. You can combine this action with various other buttons to reach inaccessible areas and execute Special Attacks. *(See page 13.)*

Quick Turns

Quick turns depend on the Control Pattern you've selected from the Game Settings Menu or the PDA's Configuration Menu. *(See page 21 for game settings.)*

- **PATTERN A** — Press **LB/RB** to quickly turn 90° in the bumper's direction.
- **PATTERN B** — Click and hold **R**, and then move **R** to turn quickly in the selected direction.
- **PATTERN C** — Flick **R** to turn quickly in the selected direction.

Basic Controls: Combat



- R** **AIM** — Move **R** to aim the Targeting Reticle indicated by 1, above. Then attack with **LT** or **RT** to fire at the target. *(See page 14 for more information.)*

- Click **R** **RELOAD** — The gauge under the Targeting Reticle shows remaining bullets in the weapon for your current weapon. Click **R** to reload (as long as ammunition is available).

- LT** **GRENAD** — Use the weapon (grenade) indicated by 2, above. Numbers next to the weapon denote ammunition remaining. Pick up the same weapon type to replenish ammunition. When ammunition reaches zero, the weapon becomes useless.

- Y** **CHANGE WEAPON** — Change to the weapon indicated by 3, above.

- RT** **SHOOT** — Use the weapon indicated by 4, above. Ammunition is handled in the same way as for the Left Trigger Attack.

- △/○** **ZOOM** — Zoom your view in/out. Depending on your equipped weapon, zooming in may also bring up a Scope Screen. *(See page 14 for more information on Zooming.)*

- B** **MELEE ATTACK** — Available when no other context-sensitive attack is displayed on-screen.

Basic Controls: Action

Displayed
Action



When a specific action is displayed on-screen, pressing **B** will carry it out.

Action Examples

- **PICK UP** — Pick up a weapon.
- **ENTER** — Ride in a VS.
- **ACTIVATE** — Activate a Data Post. (See page 19.)
- **ATTACH** — Attach a weapon to a VS.
- **REMOVE** — Remove a weapon from a VS.

Master All the Weapons of a VS!

You can use weapons found in a stage, including normal weapons and VS weapons. Evaluate your enemy and match your attacks to the enemy's weaknesses!



Anchor

Using the Anchor greatly expands your range of movement, allowing access to areas that are otherwise inaccessible to normal jumps.



- 1 Aim with the Targeting Reticle and press **X**. When the Targeting Reticle is green, deploy the Anchor and it will attach to the target spot.



- 2 You can now ascend to the area where the Anchor has attached itself.

Anchor Shot

Combine the Anchor with button presses to execute Special Attacks.



When using the Anchor, press **LT** or **RT** before landing on the target. Firing the Anchor into an Akrid or the wall, then pressing **LT** or **RT** at extremely close range, executes an attack appropriate to the target.

Aiming & Camera View

You can customize your game experience by changing your aiming style and camera viewpoint. Before starting a game, use the Main Menu/Options/Game Settings to change these settings (see page 21). During gameplay, use your PDA (see page 18).

Aiming Style

- **ACCELERATE** — The further over you press **R**, the faster the Targeting Reticle moves.
- **FIXED** — The Targeting Reticle is fixed in the center of the screen (it does not move around the screen).
- **CRUISE** — Aiming speed is constant regardless of how you press **R**.

With each style, you can choose the basic aiming speed (from eight different settings) to create the aiming system best suited to your play style. (The default aiming speed is **ACCELERATE 4**.)

Camera View

- **NORMAL** — Camera viewpoint changes according to the situation. (NORMAL mode is the default setting.)
- **ZOOM** — Camera is always zoomed in on the character.
- **WIDE** — Camera is always zoomed out from the character.
- **FPS** — First-person camera mode.



Thermal Energy (T-ENG)

T-ENG is a new form of energy that replaces the fossil fuels of old. It is taken from the bodies of the Akrid, the native inhabitants of E.D.N.III. This new fuel is essential to every activity that takes place on the planet.

T-ENG abilities include:

- **MISSION LIFE SUPPORT**
 - By continuously expending T-ENG, a T-ENG-equipped VS acts as a life support system for whoever is wearing it.
 - If T-ENG falls to zero, the Life Gauge will begin to deplete.
- **VS USE**
 - T-ENG is used as fuel by a VS.
 - If T-ENG drops to less than 100, the VS will become non-operational.
 - If T-ENG reaches zero, you will be required to exit the VS.
- **HARMONIZER SYSTEM ACTIVATION**
 - If you take damage, the Harmonizer (see below), will be activated and will automatically recover the life lost to damage.

T-ENG can be replenished through a variety of sources, for example:

- Defeat an Akrid.
- Destroy a tank or drum.
- Activate a Data Post.
- ... and many other actions.

Harmonizer

The Harmonizer is a life-support system, installed on Wayne's right arm, that uses T-ENG to provide remarkable recovery abilities.

- When Wayne takes damage, the Harmonizer system kicks in and begins converting T-ENG to replenish the Life Gauge.
- It continues to convert T-ENG until the Life Gauge has recovered fully. If T-ENG is completely used up before the process is complete, Life Gauge recovery will stop.



Vital Suits (VS)

Vital Suits (VS) are weapons used by the settlers of the ice-cold planet E.D.N. III to fight the native Akrid.



When you're near a VS, a context-sensitive action is displayed on-screen, allowing you to interact with its various elements — for example, *riding the VS*, or *removing a weapon* (not available for all weapons).

Riding a VS



If the *Enter* action is displayed near a VS, press **B** to enter the machine. Press **B** while riding in a VS to exit the vehicle.

Life Gauge while Riding a VS



While you're riding a VS, the Life Gauge displays the remaining durability of the VS. T-ENG depletes over time and when you take damage.

Emergency Ejection



When a VS Life Gauge displays zero, the VS is about to explode. Tap **B** rapidly to eject from the VS immediately in this emergency. Failure to eject quickly results in losing your life.

VS Details & Controls

GTT-01



Developed in the early days of settlement, this VS was designed to assist colonization. Able to accept attachments on each arm, it is also capable of being armed with weapons. A victim of changing times, the GTT-01 has fallen out of favor with the advent of the GTF-11 (*below*). The current number of GTT-01 units in use is very small.

SPECIAL FUNCTION

- None

GTF-11

Created for use in zero-gravity environments, the GTF-11 has advanced attitude-control capabilities. This unit set a precedent as the first bi-pedal VS with in-air mobility. It is widely used in settlement activities.

SPECIAL FUNCTIONS

- HOVER — Press **A** mid-jump to hover. Press again to cancel.
- SLIDING DASH — Press **Y** and move **L** to dash in the selected direction.



GTB-22



Developed with military use in mind. While this unit does not have in-air abilities, it exceeds its rivals in superior running speed and jumping ability.

SPECIAL FUNCTIONS

- DOUBLE JUMP — Press **A** once to jump and again to double-jump.
- LONG JUMP — Press **Y** to initiate a long jump; press again to cancel the jump.

SPECIAL ATTACK

- SMOKE SCREEN — Press **X** to lay down a smoke screen.

Personal Digital Assistant (PDA)



When you open your PDA, the Mission Details Screen is displayed. If you have activated a Data Post (see page 19), a map of the surrounding area is also displayed.

- From the Mission Details Screen, you can confirm Mission Details, and select, check and confirm Message Logs and Configuration.
- Incoming messages are displayed as needed while you're moving around.

During the game, press to open your PDA and view the Mission Details Screen.

- **MISSION DETAILS** — Use the PDA to view information such as:
 - Maps
 - Mission Objectives
 - Secondary Objectives
 - ... and more!

On the Mission Details Screen, press to select either the Message Logs or Configuration Screen.

- **MESSAGE LOGS** — View a log of messages sent to you by your companions during the game.
 - You can also check the controls of the Vital Suits that you have boarded during the mission.
- **CONFIGURATION** — Configure various game settings. These are the same as those available from the Main Menu/Options. (See page 6.)

Data Post

Each stage has Data Posts. Activate a Data Post by approaching it and rapidly tapping . Activating a Data Post gives you access to information about your surroundings, which is then displayed both on your Radar and on the PDA Map Screen. Activating a Data Post also replenishes some of your T-ENG.



Radar

The Radar in the upper right corner of the game screen (also see page 9) displays Data Post information, including:

- **Human**
- **Akrid**
- ▼ **VS**
- **Data Post**
- ▲ **Next Data Post**



Target Mark

Each stage has emblems known as **Target Marks**. Snipe each one, and you may reap some special benefits. Check the Target Marks you have acquired on the Mission Select Screen.



Saving & Loading Game Data



Saving

After selecting a Storage Device, you can save your game data. All game data is automatically saved.

Loading

If you select a Storage Device containing **Lost Planet™ Extreme Condition Colonies Edition** saved game data, the data will be loaded automatically when you confirm. Auto-load occurs when you proceed from the Title Screen to the Main Menu.

Saving Multiple Data

You can only save one game per User Account or per Storage Device. To save different game data, change your User Account or Storage Device.

Game Settings



You can change game settings from the Main Menu/Options/Game Settings (see page 6) and from the PDA/Configuration (see page 18).

- **AIMING** — Change aiming and camera settings.
- **Xbox 360 CONTROLLER** — Change the control layout.
 - Turn controller vibration on/off.
 - Press **X** to switch between Human and VS control displays.
- **SOUND** — Adjust game music and SFX volumes.
- **SCREEN/OTHER** — Change the screen brightness settings and subtitle display.
- **RESET TO DEFAULTS** — Press **A** to restore the default settings.
- **BACK** — Press **B** or **START** to return to the Main Menu.

Right Trigger Weapons

Normal weapons are used with **RT**. *Lost Planet™ Extreme Condition Colonies Edition* adds a number of new weapons to the game. Use the weapon appropriate to the battle situation.

MACHINE GUN

Able to lay down a great deal of fire on the move, the machine gun is capable of dealing with numerous Akrid at the same time.

RIFLE

The attached scope allows zooming-in on distant targets. When using this weapon against a VS, you can target weak spots in the armor to cause maximum damage.

SHOTGUN

The spread inherent to shotgun shells means that small errors in aim are likely to be forgiven. Its destructive force at close range is awesome.

ROCKET LAUNCHER

Fires small, high-powered rocket projectiles. While the missile itself is slow, upon impact, the missile's splash damage is great enough to envelop any nearby enemies.

ENERGY GUN

The Energy Gun fires compressed beams of thermal energy. With a single pull on **RT**, this weapon unleashes a beam of highly concentrated destructive power. Hold down **RT** to build up a charged shot. This weapon consumes T-ENG if a shot is fired or being charged, and becomes useless if your T-ENG Gauge reaches zero.

PLASMA GUN

Unlike the Energy Gun, the Plasma Gun is best suited for medium- and long-range attacks and commonly sees action as a sniper's weapon. It has gained praise for exceeding a conventional rifle in both power and reload time. This weapon consumes T-ENG when fired, and becomes useless if your T-ENG Gauge reaches zero.

HANDGUN (Online Battle only)

A relatively fast semi-automatic handgun. Each shot is satisfyingly powerful.

REVOLVER (Online Battle only)

This firearm is extremely potent at close range. However, its small magazine and lengthy reload time are weak points.

HAND CANNON (Online Battle only)

While this weapon is not as powerful as a rocket launcher, its projectiles are fast, making it useful even against faster enemies. It is also very useful against large targets.

FLAME LAUNCHER (Online Battle only)

When you pull the trigger for an extended time, this weapon releases a continuous stream of fire at close range. It is very effective in tight quarters, but useless against enemies at a distance.

Left Trigger Weapons

Understanding the specific properties of each grenade, fired with **LT**, is key to using these weapons effectively.



HAND GRENADE

A standard, simple weapon, unapologetic in both range and power. To increase the chances that an enemy is within its destructive arc, aim and then throw this grenade with proper power.



DISC GRENADE

The disc shape allows you to deliver a large blast radius against distant targets with a single targeted throw.



GUM GRENADE

A hand grenade employing a special adhesive that allows it to be attached to various objects. Multiple grenades can be attached to a single object for massive damage.



PLASMA GRENADE

While the plasma grenade is not particularly powerful, after a set period of time it releases an electric shock that disables anything within range. Its disruptive properties are even capable of disabling a VS.



DUMMY GRENADE (Online Battle only)

A bomb disguised as a human-shaped balloon. Developed to display the same signature on radar as a normal human, it is particularly effective in disorienting enemies.

- Weapon exclusive to Online Battle.



FIRE GRENADE (Online Battle only)

After being thrown, this grenade releases fire over a large area. The fire not only deals damage, it also disrupts an enemy's vision.



ENERGY GRENADE (Online Battle only)

This grenade possesses very little real stopping power, but it can knock an opponent right out of its VS.

VS Weapons

GATLING GUN

The Gatling's penetrative capabilities and the sheer amount of ordnance it can fire make this a devastatingly powerful weapon.

ROCKET LAUNCHER

A large rocket launcher meant for use against the biggest Akrid threats. A direct hit by one of the missiles is one of the most devastating attacks a VS weapon can deliver.

LASER RIFLE

Pulling the trigger causes the energy to build up, then release in a powerful beam of explosive force. This weapon consumes T-ENG if a shot is fired, and becomes useless if your T-ENG Gauge reaches zero.

SHOTGUN

While limited in range, up close this shotgun is truly a force to be reckoned with.

GRENADE LAUNCHER

The shots fired from this weapon disperse in the air and explode individually over a wide area.

EM LASER

With each of its parts upgraded, it exceeds the Laser Gun in almost every way, including range and power. At full power, this weapon can temporarily disable a VS. This weapon consumes T-ENG if a shot is fired, and becomes useless if your T-ENG Gauge reaches zero.

HOMING LASER

A homing weapon capable of locking-on to up to four targets at once. This weapon consumes T-ENG if a shot is fired, and becomes useless if your T-ENG Gauge reaches zero.

PILE DRIVER (Online Battle only)

A short range weapon capable of delivering an extremely devastating blow. While obscenely powerful, its slow fire rate and small ammo load mean pilots will have to get up close and personal in order to use this beast effectively.

ROCKET POD (Online Battle only)

Four rockets are fired at once from this pod. Once the rockets expend their thrust, they fall to the ground and explode.

LASER LANCE (Online Battle only)

This weapon emits a laser when the trigger is held down. It really shines when attached to a VS, but since it uses energy at a high rate, it cannot be used continuously for very long. This weapon consumes T-ENG if a shot is fired, and becomes useless if your T-ENG Gauge reaches zero.

VS RIFLE (Online Battle only)

This powerful rifle can shatter VS armor, even at extremely long ranges.

Akrid Types & Controls

Chryatis/Gorechryatis

Despite its large body, this ferocious Akrid is quick on the attack. Its weak points are located on its abdomen and appendages. **Gorechryatis** is an evolved type of Akrid that possesses a hard outer covering that protects its weak spot, making it even more dangerous.

Special Attacks

- **X** – Claw Swipe
- **Y** – Biting Attack
- **B** – Projectile Attack (press repeatedly for spread fire)
- **L1** + **R1** at the same time – Rear Claw Swipe
- **L1** + **R1** held down – Vertical Claw Swipe
- **L1** + **R1** pressed repeatedly – Continuous Vertical Claw Swipe

Dongo/Godon

This Akrid sports a very hard shell. It rolls into a ball and tries to ram enemies with its body. Its weak point lies in its tail. **Godon** is a G-category variation of the species that has developed a flexible jaw it uses to attack.

Special Attacks

- **X** – Short Rolling Attack
- **X** then **Y** – Long Rolling Attack (**X** starts the attack; then **Y** during the attack halts it)
- **L1** + **R1** at the same time – Double Claw Attack
- **B** – Jaw Attack (Godon only)



Neegal

This Akrid's body resembles a scorpion. With a poisoned barb hidden in its tail, it will attempt to sting an enemy. Its abdomen and tail both hold its weak points.

Special Attacks

- **X** – Rear Swipe
- **Y** – Forward Lunge
- **L1** or **R1** – Tail Attack
- **L1** + **R1** at the same time – Quick Body Ram



Online Battle Characters

Lost Planet™ Extreme Condition Colonies Edition introduces many new characters to its online battle mode.

Take control of all-new snow pirates on the **Lost Planet™ Extreme Condition Colonies Edition** battlefield!



Depending on the battle results, new snow pirates might appear...

Online Gameplay

Connect to Xbox LIVE and fight with and against other Snow Pirates around the world.

Online Battle Process

By following the process below, anyone can easily enjoy **Lost Planet™ Extreme Condition Colonies Edition** online multiplayer battle.

- A** At the Main Menu, choose *Online Battle*.
- B** Select your online connection: either *Xbox LIVE* or *System Link*.
- C** Select your character (first play only). (See page 31.)
- D** Enter the Lobby Screen. (See page 31.)
- E** Choose your Online Battle mode and options. (See pages 31 and following.)
 - 1** Ranked Match (selectable only in Xbox LIVE play). (See page 32.)
 - a** Create a Match (when you want to host a match).
 - i** Create match.
 - ii** Select game type.
 - iii** Select rules.
 - b** Custom Match.
 - c** Quick Match (when you want to join a match).
 - 2** Player Match.
 - a** Create a Match (when you want to host a match).
 - i** Create match.
 - ii** Select game type.
 - iii** Select rules.
 - b** Custom Match.
 - c** Quick Match (when you want to join a match).
- F** In the Lobby. (See page 40.)
- G** Select your team. (See page 41.)
- H** Go to Battle!
- I** View Results. (See page 41.)

Character Selection

Choose the character model and pattern to use in the Online Battle.

- New character patterns become available as your level goes up in ranked matches.
- You can change the model and pattern from the Top Lobby Menu.



Lobby

Select your Online Battle options.

- **RANKED MATCH** — Battle friends and rivals to climb the ranking. (You can only play Ranked Matches over an Xbox LIVE connection.)
- **PLAYER MATCH** — Battle online without worrying about rank.
- **CHARACTER SELECTION** — Set up the character you'll use in Online Battle.
- **MAIN MENU** — Return to the Main Menu.



Player Match/Ranked Match

When you select a Ranked Match or Player Match, you can then select from four different menus. Use the menus to create and join missions, and check player rankings.

- **QUICK MATCH** — Quickly search for and automatically join a match.
- **CUSTOM MATCH** — Search for matches that meet selected conditions you set up.
- **CREATE MATCH** — Select the rules and host a new Online Battle.
- **LEADERBOARDS** — See different Leaderboard information (only shown in the Ranked Match Menu).

Online Battle Modes & Game Types

Choose your Battle Mode and game type from the following selections:

- **TEAM BATTLE** — All games are team vs. team.

The following game types are available:

- Team Elimination (see page 33)
- Point Snatcher (see page 33)
- VS Annihilator (see page 33)
- Post Grab (see page 33)
- Counter Grab (see page 34)
- Akrid Egg Battle (see page 34)
- Egg Bandit (see page 35)

- **INDIVIDUAL BATTLE** — All games are every man for himself.

The following game types are available:

- Elimination (see page 35)
- Egg Bandit (see page 35)

- **HUNTER BATTLE** — All games are one vs. many.

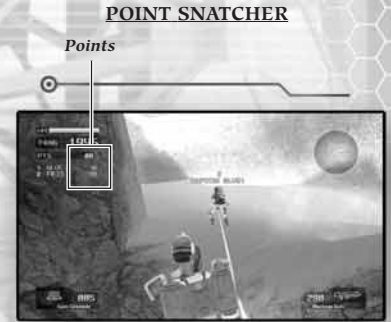
The following game types are available:

- Fugitive (see page 36)
- Akrid Hunting (see page 36)

Team Battle Game Types

- **TEAM ELIMINATION** — Teams fight it out until one team's Battle Gauge reaches zero or time runs out.
- **POINT SNATCHER** — Defeat the other team's players to collect points. The team with the most points at the end of the game wins.

You receive a player's points when you kill that player's character. If you kill yourself, you lose points.



- **VS ANNIHILATOR** — Battle to destroy the other team's VS, or until that team's Battle Gauge reaches zero. If time runs out, the winner is the team with the most Battle Gauge remaining.
- **POST GRAB** — Search for Data Posts on the map and activate them. The team that is first to activate all Data Posts on the map, or that activates the most Data Posts when the game ends, wins.

Team leaders cannot exit their VS (their T-ENG will not run out).

COUNTER GRAB

Remaining Control Time



- **COUNTER GRAB** — Battle to control a single Data Post for a set amount of time. The team whose remaining control time reaches zero first, or the team with less control time remaining at the end of the match, wins.

You win when your Control Time Gauge reaches zero. Time only counts down when your team is controlling a Data Post.

- **AKRID EGG BATTLE** — Get your team color Akrid egg and carry it to the goal! The egg is displayed as yellow on your radar border. The team that scores the most goals wins.

AKRID EGG BATTLE

Akrid Egg



*Pick up the egg with **B**. Put it down with **V**. You can attack with **R** while carrying the egg.*

Goal



Receive a point by carrying your egg to the goal that matches your team's color.

EGG BANDIT

Remaining Control Time



- **EGG BANDIT** — Battle to see which team can control the Akrid egg the longest. The egg is displayed as yellow on your radar border. The team whose remaining control time reaches zero first, or the team with less control time remaining at the end of the match, wins.

You win when your Control Time Gauge reaches zero.

Individual Battle Game Types

- **ELIMINATION** — Battle until your team's Battle Gauge reaches zero or time runs out.
- **EGG BANDIT** — Battle to see who can control the Akrid egg the longest. The egg is displayed as yellow on your radar. The player whose remaining control time reaches zero first, or the player with less control time remaining at the end of the match, wins.

Hunting Battle Game Types

- **FUGITIVE** — A battle between fugitives and hunters. The number of fugitives is automatically assigned based on the number of players, up to a maximum of four. If the fugitives can survive the round without having their Battle Gauge reach zero, or fill their Battle Gauge to MAX, they win. If the hunters can seek out the fugitives and deplete their Battle Gauge, the hunters win. The fugitives are equipped with a handgun and plasma grenades.

- **AKRID HUNTING** — A battle between Akrid and hunters. The number of Akrid is automatically assigned based on the number of players, up to a maximum of four. If the Akrid can survive the round without having their Battle Gauge reach zero, or fill their Battle Gauge to MAX, they win. If the hunters can seek out the Akrid and deplete their Battle Gauge, the hunters win. (See page 28 for Akrid controls.)

FUGITIVE

Default Weapon Loadout



Fugitive players cannot change their default weapon loadout.

Online Game Rules

Rules

When acting as a host and creating a new match, you can set the following rules:

- **TEAMS** — Set the number of teams.
- **TIME LIMIT** — Set the amount of time to play.
- **INITIAL EQUIPMENT** — Set the starting weaponry.
- **STAGE** — Set the battle stage.
- **LAYOUT** — Set the item layout of the stage.
- **BATTLE GAUGE** — Select the initial Battle Gauge strength.
- **DATA POST CONTROL TIME** — Set the Data Post control time for Counter Grab battles.
- **AKRID EGG CONTROL TIME** — Set the Akrid egg control time for Egg Bandit battles.
- **POINTS** — Set the number of points needed to win in a Point Snatcher or Akrid Egg battle.
- **VS/FUGITIVE/AKRID PLAYER** — Set the power level of the VS player in VS Annihilation, Fugitive and Akrid Hunting battles.
- **FRIENDLY FIRE** — Set the effect of friendly fire (always set to *Enemies Only* in Point Snatcher battles).
- **SPLIT BATTLE** — Set whether or not you'll play a Split battle, where the screen is divided in two. (Team battles only.)
- **CONNECTION TYPE** — Set your connection type (default: *Type A*). (See page 38.)
- **TEAM CHANGING** — Allow team changing. (Player matches only.)
- **PLAYERS** — Set the maximum number of players. (Player matches only.)
- **PRIVATE SLOTS** — Set the maximum number of players. (Player matches only.)
- **HUNTERS** — Set the number of hunters tracking down the fugitive. (Fugitive games only.)



Connection Types

If you have an unstable connection, the *Connection Type* setting allows you to adjust your connection type when hosting a game.

- **TYPE A** — With this connection type, game data transfer is distributed among all players. This connection type can be used even with limited upload bandwidth. If game data cannot be transferred smoothly between all players then in-game, a transfer lag may occur.
- **TYPE B** — The host handles all data handling, so a high upload bandwidth is required. As long as the host's connection is stable, even users with relatively slow connections can play.
- **TYPE C** — With this connection type, game data transfer is distributed among all players. This connection type can be used even with limited upload bandwidth. Play is possible even if game data cannot be transferred smoothly between all players. However, the movement of a player with an unstable connection may appear erratic.

Upload Bandwidth

The following upload bandwidth is required for optimum play:

- **TYPE A AND TYPE C**
 - **HOST** (player creating the game) — 128Kbps upload speed is required for optimal 16-player play.
 - **CLIENT** (players joining the game) — 128Kbps upload speed is required for optimal 16-player play.
- **TYPE B**
 - **HOST** (player creating the game):
 - for 4 players: at least 128Kbps
 - for 7 players: at least 256Kbps
 - for 9 players: at least 512Kbps
 - for 12 players: at least 768Kbps
 - for 16 players: at least 1MBps
 - **CLIENT** (players joining the game) — 128Kbps upload speed is required for optimal 16-player play.

If Changing Connection Types Does Not Improve Your Connection

If gameplay is still unstable after you set your connection type, select *Network* from the System Menu in the Xbox 360 Dashboard, and perform an Xbox LIVE Connection Test.

If the report lists your NAT setting as *Strict*, change your router setting to *Open* and try again.

If you still cannot fix your stability issues, or if you have other connection questions, access www.xbox.command and consult the connection guide.

IMPORTANT NOTE: This product offers no means of measuring your Xbox 360 Internet connection speed. Depending on your Internet connection and game situation, these speeds may change. Please consider these upload speeds as general guidelines.

In the Lobby

Search for available Quick Matches or Custom Matches in the Lobby. If you find any, they will be listed on the Lobby Screen. Select a mission to join from the list.

Join a mission to proceed to the Match Room, where players can view each others' statistics and chat, while waiting for the Host of a match to start the game.



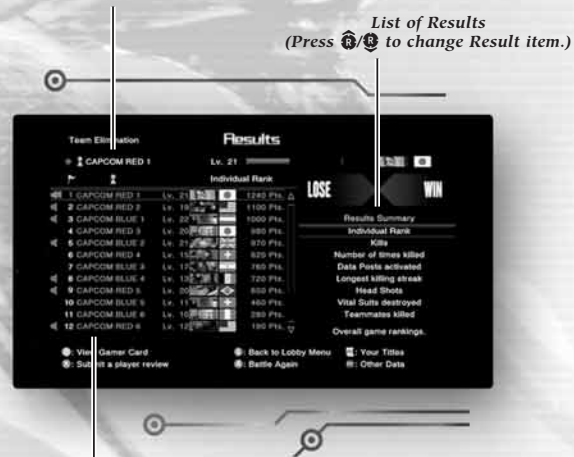
Team Selection

Players are divided into teams, which then compete in team matches. Select the team you want to be on at the Team Selection Screen.

Results

When the victory conditions set up in the Rules are met, or time runs out, the match ends and the results are displayed on the Results Screen.

Individual Character Information



- Pull **RT** to switch between the Results and the Title Screens.
- Press **A** on the Results Screen to play a rematch with the same players. The Host can set the rules again in the Lobby. (Player Matches only.)

Ranking

View various rankings from the Main Menu/Records. Select *Online Battle* and then *Ranked Match* to view records for Trial Battle and Score Attack modes.

Rank	Player Name	Exp. Points	Win %	Level
1	SARCOW BLUE #	2,322	70%	14,000
2	SARCOW BLUE #	1,938	70%	14,000
3	SARCOW YELLOW #	1,158	67%	14,000
4	SARCOW YELLOW #	1,241	67%	14,000
5	SARCOW GREEN #	1,111	66%	14,000
6	SARCOW BLUE #	1,114	71%	14,000
7	SARCOW GREEN #	1,008	70%	14,000
8	SARCOW BLUE #	1,173	71%	14,000
9	SARCOW RED #	1,175	68%	14,000
10	SARCOW BLUE #	1,027	72%	14,000
11	SARCOW YELLOW #	1,000	70%	14,000

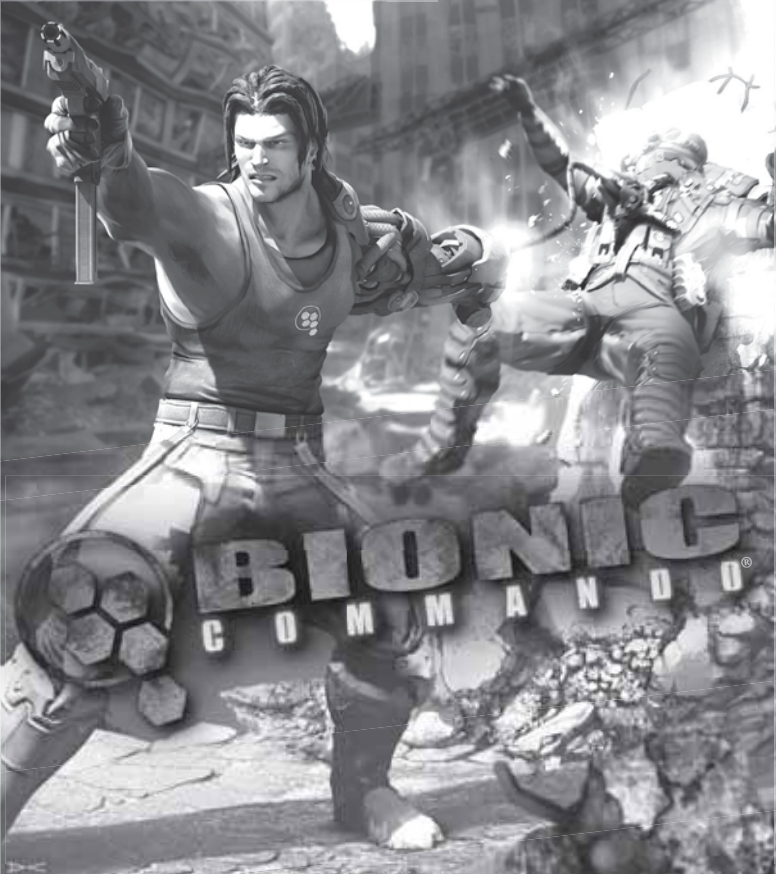
SCREEN CONTROLS

- **RB** — Scroll down 100 spots.
- **LB** — Scroll up 100 spots.
- **RT** — Scroll down 1000 spots.
- **LT** — Scroll up 1000 spots.

System Link

Link multiple Xbox Consoles with Xbox 360 System Link Cables to play with even more people. Select System Link from the Main Menu/Online Battle, and follow Online Battle procedures to play. (You cannot play Ranked Matches in System Link play.)

Notes



Coming Soon!

Join the *Bionic Commando*[®] community today at www.bioniccommando.com

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