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Lost Planet comes to your mobile in an action-packed prequel to the Xbox 360™ phenomenon! Learn more of the back story as Wayne's father Gale takes the fight to the alien Akrid enemy that inhabits the world of E.D.N.3. Visit your operator's portal and download the game today!

**CAPCOM**

[lostplanet-thegame.com](http://lostplanet-thegame.com)

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XBOX 360

XBOX  
LIVE

# LOST PLANET™

EXTREME CONDITION



**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](http://www.xbox.com/support) or call Xbox Customer Support (see inside of back cover).

## **Important Health Warning About Playing Video Games**

### **Photosensitive Seizures**


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

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

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

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

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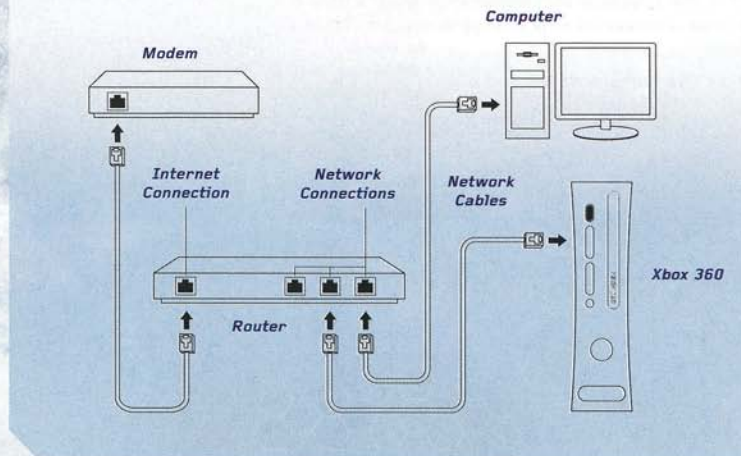
You are about to embark  
on a journey to a new frontier  
of snow and ice...

## 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](http://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](http://www.xbox.com/familysettings).



# Prologue

*It was T.C. - 80, eighty years before the Trial Century.*

*Humankind had abandoned the comfort of a familiar world in order to attempt life on E.D.N. III. As emigration to the new world progressed, facilities were constructed to handle the growing population, and colonization appeared to be successful.*

*With the expansion of the colony, humanity encountered a new alien lifeform.*

*Known as the Akrid, they were immediately identified as a hostile presence. The humans had no weapons with which to repel Akrid aggression, and were forced to retreat from their new home.*

*While fleeing from the enigmatic menace, the humans discovered the precious thermal energy lying within the bodies of the Akrid. It was a powerful new energy source; suddenly humankind was determined to fight.*

*The humans developed a weapon capable of fighting back against the Akrid scourge — the Vital Suit, or VS. With VS technology, humanity has returned to E.D.N. III, and the great colonization experiment has resumed.*

*Those who were left behind in the initial retreat banded together as the Snow Pirates. As a team, they roamed the hostile planet in VS vehicles, fighting for their very survival.*

...

*In the course of its wanderings, a small band of Snow Pirates discover a young man buried in the ice. They rescue him and bring him back from the brink of death.*

*The young man remembers only two things about his past. First, his name is Wayne. Second, the Akrid that killed his father is known as "Green Eye." In the hope that Green Eye is the key to regaining his memory, Wayne, together with the team of Snow Pirates and a VS, goes in search of the Akrid.*

*On a hostile world of extreme cold, Wayne will soon discover that his past and the future of Lost Planet are inexorably linked.*



# Controls



## Human Control (Pattern A Setting)

Jump	A
Action/Melee Attack	B
Anchor (see page 13)	X
Change weapon	Y
Zoom	⬅️ / ➡️
Light	⬅️ / ➡️
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

## Other Controls

Confirm	A
Cancel	B

## Vital Suit (VS) Control (Pattern A Setting)

Jump	A
Action (Exit VS/Equip weapon)	B
Special Attack	X
Special Function	Y
Light	⬅️ / ➡️
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

You can change control configurations from the Main Menu/Options/ Game Settings Menu (see page 8) or from the PDA/Configuration Menu (see page 18).



## Main Menu

At the Title Screen, press **START** or **A** to proceed to the Main Menu.

### Main Menu Options

#### ■ CAMPAIGN

- **New Game** — Start a new game.
- **Continue** — Continue the game from a previous save.
- **Mission Select** — Choose a previously cleared mission to play.

#### ■ ONLINE BATTLE — Enter an online battle.

#### ■ OPTIONS

- **Game Settings** — Change the game configuration. (See page 21.)
- **Xbox Live Marketplace** — Download game content.

#### ■ RECORDS

- **Campaign** — View the records for Campaign mode.
- **Online Battle** — View the records for Online Battle mode.
- **Achievement** — View the list of achievements unlocked in the game.



## Game Over

When the Life Gauge drops to zero, the game is over and the Continue Screen is displayed.

### Continue Screen Options

- **RETRY** — Restart the mission from a waypoint.
- **RESTART** — Restart the mission from the beginning.
- **QUIT** — Save the data and abort the mission.



## 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. Activity depletes this energy, so it must be continually replenished.
- **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, click **L** and press **A** at the same 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 Reticule 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 Reticule shows remaining bullets in the weapon for your current weapon. Click **R** to reload (as long as ammunition is available).

**LT**

**GRENADE** — 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 Button



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.

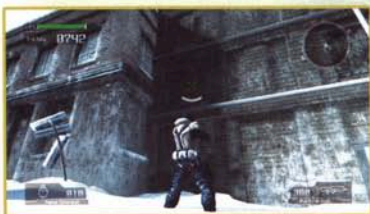
## Master All the Weapons of a VS!

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.

### Camera View

- **NORMAL** — Camera viewpoint changes according to the situation.
- **ZOOM** — Camera is always zoomed in on the character.
- **WIDE** — Camera is always zoomed out from the character.



## 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 fail.
- **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.



### Riding a VS



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).

If the *Ride* 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 **Left** 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

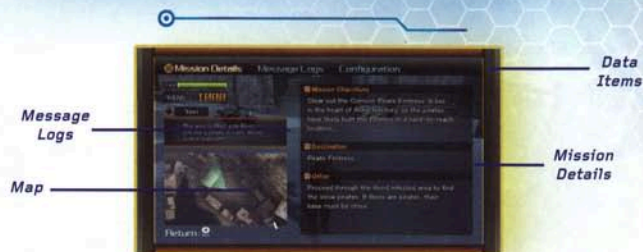
- DOUBLE JUMP — Press **A** once to jump and again to double-jump.
- LONG JUMP — Press **Y** to initiate a long jump; press again to cancel the jump.

#### SPECIAL ATTACK

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



# Personal Digital Assistant (PDA)



During the game, press **BACK** to open your PDA. The Mission Detail Screen will appear. Use this to confirm your mission objectives.

## MISSION DETAILS — Use the PDA to view information such as:

- Maps
- Mission Objectives
- Secondary Objectives
- ... and more!

## MESSAGE LOGS — View a log of messages sent to you by your companions during the game.

- You can view your messages at any time during a game.
- Press **(O) / (O)** to select either the Message Logs or Configuration Screen.

## CONFIGURATION — Configure various game settings. (See page 21.)

By activating a Data Post (see page 19), you will also gain access to a map of the area. You can continue to move even while the PDA is open.

# Data Post

Each stage has Data Posts. Activate a Data Post by approaching it and rapidly tapping **B**. 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



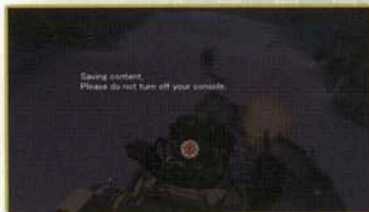
## Target Mark

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 saved game data, the data will be loaded when you confirm.

### 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 Menu (see page 8) and from the PDA/Configuration Menu (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 sound effects volumes.
- **SCREEN/OTHER** — Change the screen brightness settings and subtitle display.
- **RESET TO DEFAULTS** — Press **A** to restore the default settings.
- **BACK** — Press **B** to return to the Main Menu.



## Right Trigger Weapons

Choosing the most effective weapon for each situation is crucial for survival. These weapons are fired with **RT**.

### MACHINE GUN



Incorporating a bull pup design and firing small caliber 5.56mm rounds, this assault rifle is standard issue to infantry troops. 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



A semi-automatic sniper rifle that fires high velocity 7.62 ammunition. The attached scope allows zooming-in on distant targets, bringing even distant enemies within the rifle's range.

### SHOTGUN



With a snub-barrel and detachable stock, the shotgun packs a strong punch in a small package. The spread inherent to shotgun shells means that even 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. Only one shot at a time can be loaded and fired. Be cautious when reloading.

### ENERGY GUN



Abandoning the gunpowder-based weapons of old, 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.

### PLASMA GUN



Like the Energy Gun, this weapon also belongs to the new class of energy weapons. Unlike the Energy Gun, the Plasma Gun is best suited to medium- and long-range enemies and commonly sees action as a sniper's weapon. It has gained praise for exceeding a conventional rifle in both power and reload time.

## 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



A large hand grenade placed into a disc-shaped delivery package. 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. Gum Grenades can be thrown only a short distance, and the adhesive design makes accurate aim essential. Multiple grenades can be attached to a single object for massive damage.

### PLASMA GRENADE



This grenade creates a plasma field upon detonation. While 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\*



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.



## VS Weapons



### GATLING GUN

The three rotating, electrically controlled barrels of the high-speed Gatling Gun fire a round that has gained much fame on the battlefield — 7.62mm Full Metal Jacket. The same ammunition used in the rifle, its penetrative capabilities, and the sheer amount of ordnance the Gatling can fire, make this a devastatingly powerful weapon.



### ROCKET LAUNCHER

A large rocket launcher meant for use against the biggest Akrid threats. The rockets have been tuned to fly with increased stability at close to mid-range distances, and a direct hit by one of the missiles is one of the most devastating attacks a VS weapon can deliver.



### LASER RIFLE

A high-energy laser weapon that uses thermal energy. Pulling the trigger causes the energy to build up, then release in a powerful beam of explosive force.



### SHOTGUN

Developed to enable a VS to take on the Akrid. While limited in range, up close this shotgun is truly a force to be reckoned with. There is no need to reload after each shot, as the blowback from the shotgun itself triggers the reloading mechanism.



### GRENADE LAUNCHER

Capable of lobbing multiple grenades into the air in a short amount of time. The impact of the grenade on the ground causes it to fragment, spreading explosive bomblets over the immediate area. It is this ability that enables it to confront enemies over a wide area.



### EM LASER

The next generation of Laser Gun. With each of its parts upgraded, it exceeds the Laser Gun in almost every way, including range and power. However, its attack speed is slower.



### HOMING LASER

A homing weapon capable of locking-on to up to four targets at once. Astonishingly powerful at long range, its severest drawback is that enemies can enter a blind spot that exists directly in front of the weapon at short range.



## Characters

# Wayne

Rescued from a VS encased in ice, this young man is suffering from amnesia. All he can remember is his own name, and "Green Eye," the name of the Akrid that killed his father. Thanks to the power of the Harmonizer, a special piece of equipment and a gift from his father, Wayne is in excellent physical condition.



A small band of Snow Pirates rescued Wayne from the ice. In order to eradicate the Akrid, they are roaming the planet, destroying every Akrid hive they uncover. Their leader is level-headed Yuri, joined by the spirited, vibrant Luka and gadget wiz-kid Rick.

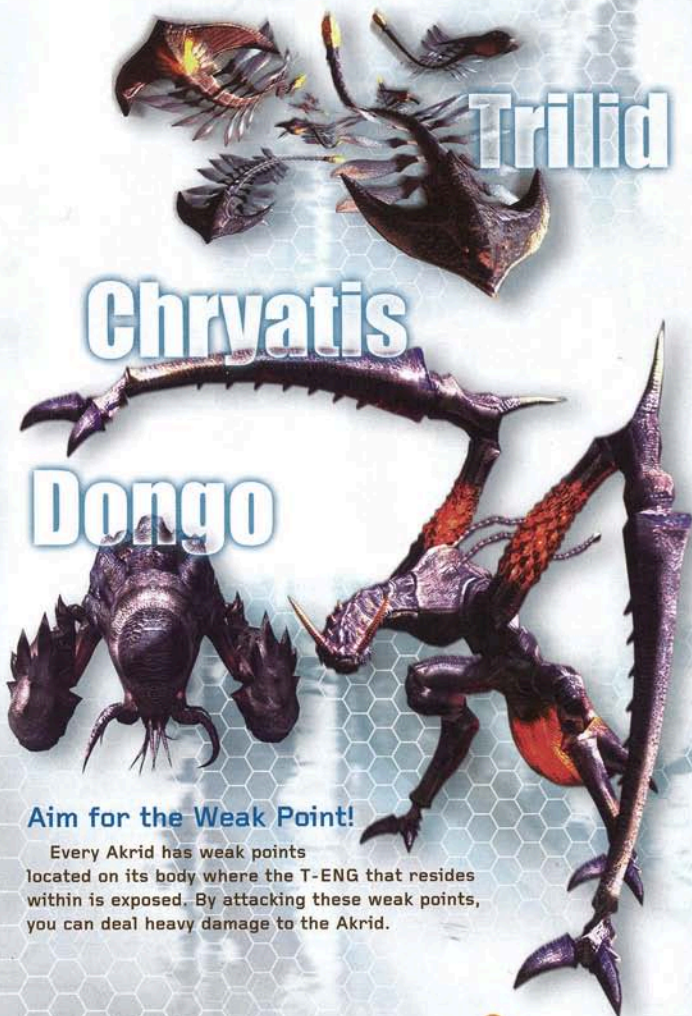
### Who Are the Snow Pirates?

Snow Pirates are a group of fighters who have chosen to live outside the bounds of society on E.D.N.III. In the settlement-spotted landscape of the planet, the Snow Pirates, whether it be simply to survive or to greedily acquire wealth, put their survival skills into action and never back down from a fight. Although Yuri's small group of three Snow Pirates was able to rescue Wayne, their numbers pale in comparison to the several hundred strong clans of Snow Pirates that exist elsewhere on the planet.



## Akrid

The strongest threat to the existence of humankind on E.D.N. III are the planet's native inhabitants, the Akrid (AK).



### Aim for the Weak Point!

Every Akrid has weak points located on its body where the T-ENG that resides within is exposed. By attacking these weak points, you can deal heavy damage to the Akrid.

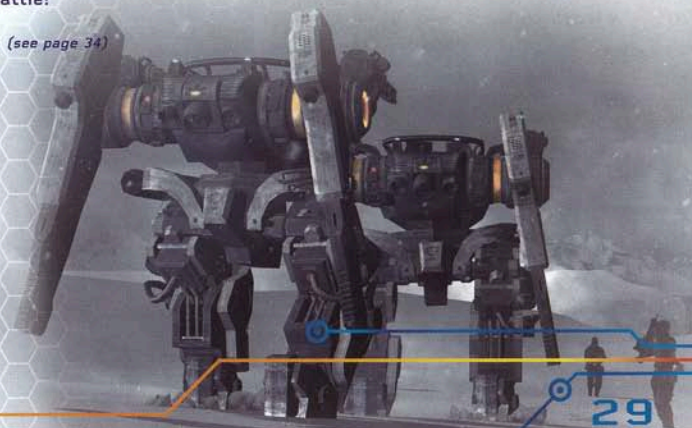
## Online Battle

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

### Online Battle Flow

Online Battles are set up in the following order.

- A Choose *Online Battle* from the Main Menu
- B Select your character (*see page 30*)
- C Choose your battle from the Lobby Screen (*see page 30*)
  - 1 Player Match
    - a Hosting a battle
      - i Create Mission
        - A1 Select Game Type (*see page 31*)
        - A2 Select Rules (*see page 32*)
    - 2 Ranked Match (*see page 30*)
      - a Joining a battle
        - i Custom Match
        - i Quick Match
  - D Match Room (*see page 33*)
  - E Team Selection (*see page 33*)
  - F Go to Battle!
  - G Results (*see page 34*)





## Character Selection

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

- **NEW CHARACTER PATTERNS** — New character patterns become available as your level goes up in ranked matches.
- **YOU CAN CHANGE THE MODEL AND PATTERN** — 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.
- **PLAYER MATCH** — Battle online without worrying about rank.
- **VOICE MASKS** — Change the tone and pitch of your voice as heard by other players. You can also adjust your Xbox 360 Headset settings here.
- **CHARACTER SELECTION** — Set up the character you'll use in Online Battle.
- **MAIN MENU** — Return to the Main Menu.



## Player Match/Ranked Match

- **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).

## Game Types

- **TEAM ELIMINATION** — Teams battle it out to be the last one standing. Victory goes to the remaining team when all other teams' Battle Gauges drop to zero, or to the team with the largest remaining Battle Gauge when time is up.
- **ELIMINATION** — Individuals fight it out to be number one. Victory goes to the remaining player when all other players' Battle Gauges drop to zero, or to the player with the largest remaining Battle Gauge when time is up.
- **POST GRAB** — Find and initialize all of the Data Posts on a Mission Map.
- **FUGITIVE** — The host becomes the fugitive, while other players hunt that person down. To win, the fugitive must either evade the hunters until the time limit is up, or build up his or her Battle Gauge to its maximum capacity. (The fugitive builds up the Battle Gauge by moving and/or defeating hunters.) For their part, hunters must find the fugitive and run that person's Battle Gauge down to zero in order to win.



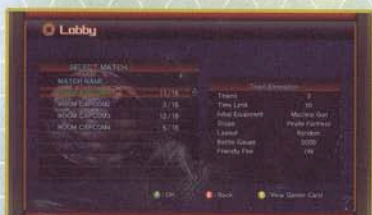
## Rules

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

- **TEAMS** — Select the number of teams. (This option is only available for Team Elimination games.)
- **TIME LIMIT** — Select the amount of time to play. (This option is fixed at 10 minutes for Fugitive games.)
- **INITIAL EQUIPMENT** — Select the starting equipment and weaponry.
- **STAGE** — Select the battle stage.
- **LAYOUT** — Set the item layout of the stage. (This option is not available for Fugitive games.)
- **BATTLE GAUGE** — Select the initial Battle Gauge strength.
- **FRIENDLY FIRE** — Select the effect of friendly fire. (This option is not available in Fugitive or Elimination games.)
- **TEAM CHANGING** — Allow team changing. (This option is not available in Elimination or Fugitive games.)
- **PLAYERS** — Set the maximum number of players.
- **PRIVATE SLOTS** — Set the number of invitation-only players.
- **HUNTERS** — Set the number of hunters tracking down the fugitive. (This option is only available in Fugitive games.)

## In the Lobby

Search for available Quick Matches or Custom Matches. If you find any, they will be listed on this 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

In Team Elimination and Post Grab games, players divide up into teams and do battle. Select the team you want to join from the Team Selection Menu.

Press the corresponding button displayed with the team color to join that team. (This is only available when Team Changing is enabled on the Rules Screen.)

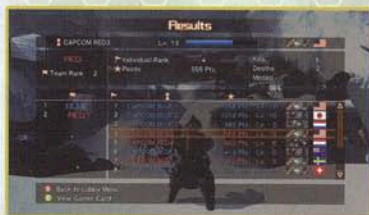




## Results

When the preset conditions are met, or time runs out, the online battle ends, and the game displays the Results Screen, showing:

- YOUR PERSONAL DETAILS
- YOUR PERSONAL STATISTICS
- OVERALL STATISTICS (for all participants)



## Leaderboards

- POINT LEADERBOARDS — Accumulate points by joining ranked match missions. Playing well in an online battle can earn you extra points. This Leaderboard ranks players based on total number of points.
- AWARD LEADERBOARDS — Different awards can be earned based on victories in different online game modes. This Leaderboard ranks players based on total number of awards earned.



## Leaderboard Navigation

Scroll up/down 100 spots

LB / RB

Scroll up/down 1,000 spots

LT / RT

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# 1560 181 281

The gamecode that relates to this game is:

# 1013

- Please enter this gamecode when prompted to access your chosen game immediately.
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- There is also a Members' area with the latest news and competitions, updated on a regular basis.
- NOTE: 09067 calls are charged at 75p per minute including VAT.
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