⚠ 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:
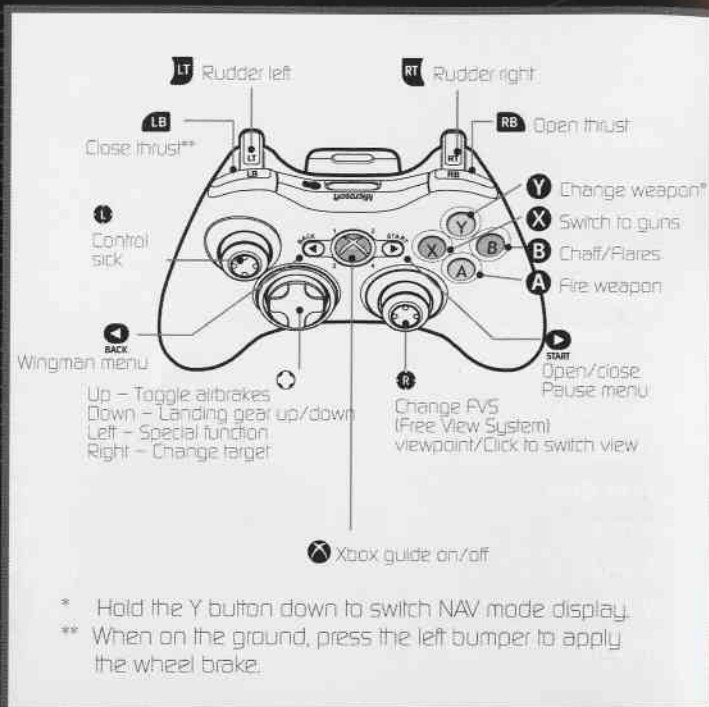
• Sit farther from the television screen.

• 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

TABLE OF CONTENTS

GAME CONTROLS

LT Rudder left
RT Rudder right
LB Close thrust**
RB Open thrust
L Control stick
Y Change weapon*
X Switch to guns
B Chaff/flares
A Fire weapon
BACK Wingman menu
START Open/close Pause menu
Up – Toggle airbrakes
Down – Landing gear up/down
Left – Special function
Right – Change target
R Change FVS (Free View System) viewpoint/Click to switch view
Xbox guide on/off

* Hold the Y button down to switch NAV mode display.
** When on the ground, press the left bumper to apply the wheel brake.

MENU CONTROLS

D-pad/left stick: Select option
A button: Confirm
B button: Cancel

FVS (FREE VIEW SYSTEM)

Move the right stick during the game to toggle your point of view up, down, left, and right.

INTRODUCTION

THE 21ST CENTURY...

The planet was on the verge of becoming one Nation.

The birth of the World Federation Preliminary Establishment Committee marked an end to the blood-soaked history of war and the first step toward the creation of a single, unified world state. However, militant groups rose up in opposition to the plan. Chaos started to erupt across the globe.

Considering the gravity of the situation, the Committee created the guardians of unification – the International Special Peace Corps. Known as the Energy Air Force, they have been entrusted with the task of bringing about the unification of all mankind and creating a true world federation without conflict or war.

Only a brave few will be selected to spearhead this charge into a brighter future...

CHARACTERS

WINGMEN

EDWARD SMITH

Sex: Male
Nationality: English (US Air Force)
Age: 24
Height: 6'2"
Weight: 163 lbs

New arrival in the EAF. Recruited via the secret, worldwide recruitment program implemented to expand the organisation. Formerly a member of the U.S. Air Force, where he was a test pilot for cutting-edge prototype aircraft. His father was also a fighter pilot in the U.S. Air Force but was killed 10 years ago in a Middle Eastern conflict. Edward's respect for his father led him to take to the skies and eventually follow in his father's footsteps.

LEON RYOJI MINAKATA

Sex: Male   **Nationality:** American
Age: 35   **Height:** 6'3"
Weight: 169 lbs

An EAF pilot. The captain of your team, Leon is also an instructor during combat exercises. This highly skilled pilot was in an elite U.S. Air Force unit, and then transferred to the EAF. He can handle any type of aircraft expertly.

MIKHAIL POGODIN

Sex: Male   **Nationality:** Russian
Age: 31   **Height:** 6'5"
Weight: 193 lbs

A core pilot of the EAF. He's also a former Russian Air Force pilot who fought in the Middle East. He has both the skills to take down any opponent he sets his sights on and the raw ability to succeed at every mission he is entrusted with. Especially favours Russian and European aircraft.

LINDA ROBERTS

Sex: Female   **Nationality:** American
Age: 27   **Height:** 5'7"
Weight: 115 lbs

A core pilot of the EAF. Before that, she graduated with full honours from the U.S. Air Force Academy, and then saw combat as a pilot for the U.S. Air Force. Specialises in attacking ground-based forces.

ALFRED SAVIOLA

Sex: Male   **Nationality:** American
Age: 38   **Height:** 5'6"
Weight: 154 lbs

A veteran EAF pilot. A former member of the U.S. Air Force, where he was on the same team as Minakata. Quickly became a devoted friend of Minakata's out of awe for the younger man's skill and personality. His trust of and respect for Minakata remain unflinchingly strong.

OTHER MEMBERS

VINCE WAYNE GRAHAM

One of the EAF Chiefs of Staff and the commander of the Air Force unit to which you belong.

Formerly an ace U.S. Air Force pilot with countless heroic deeds on his permanent record.

Also worked as an instructor after finishing active duty. Minakata was one of his pupils.

THEODORE ETTU

Appointed as the Secretary-General of the Federation after having served as the second black president of South Africa. He has given his life to eradicating all forms of discrimination, and these efforts earned him the Nobel Peace Prize. Despite working tirelessly to bring peace to the Middle East, he ultimately achieved little – a failure that has haunted him ever since.

STARTING OUT

BASIC AIRCRAFT CONTROLS

PITCH UP/DOWN

- Move the left stick down to raise the aircraft's nose and ascend.
- Move the left stick up to lower the aircraft's nose and descend.

ROLL/TURN

Tilting the aircraft to the left or right is called rolling. To execute a turn, raise or lower the nose of the aircraft during a roll.

- Move the left stick left to roll to the left.
- Move the left stick right to roll to the right.
- With the aircraft rolled to the left, move the left stick down to turn to the left.
- With the aircraft rolled to the right, move the left stick down to turn to the right.

YAW

Switching the direction of the aircraft left or right while maintaining level flight is called a yaw.

- Use the left trigger to yaw to the left.
- Use the right trigger to yaw to the right.

GREY-OUTS AND RED-OUTS

During sudden turns, or when under a significant amount of G force, grey-outs or red-outs may occur, reducing your visibility.

GREY-OUT

Your vision begins to darken as blood is drawn away from the brain by downward gravity (+G).

RED-OUT

Your vision begins to redden as blood is drawn toward the brain by upward gravity (-G).

TAXIING AND TAKE-OFF

At the start of the mission, you must taxi onto the runway and take off.

In Scenario mode, your aircraft is placed in front of the taxiway when the game starts. A yellow line runs down the centre of the taxiway. You must taxi down this line.

To taxi, use the right bumper to increase the engine power very slightly and begin to move forward. You can use the left bumper to decrease speed by decreasing engine output. Use the rudder to change direction. The right trigger turns the plane to the right, and the left trigger turns it to the left.

Once you reach the runway, you will see a broken white line. Use the rudder to line up your aircraft with this line.
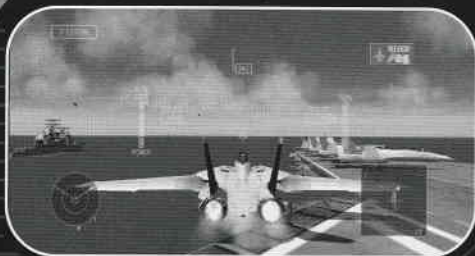
Once your aircraft is aligned with the runway, use the right bumper to accelerate.

Once your speed exceeds 150 knots, gently move the left stick down to raise the nose of the aircraft and lift off from the ground.
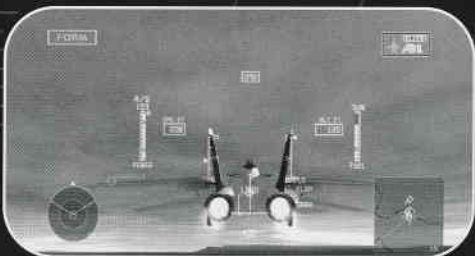
Once the aircraft has completely left the ground, press the D-pad 3 to raise the landing gear.

TAXIING CANCEL

When your aircraft is stationary on the taxiway, you can press the BACK button to cancel taxiing and automatically proceed to the runway.

AFTERBURNER

The afterburner involves direct injection of fuel into the engine pipe, giving an instant burst of speed. Using the afterburner increases engine output over 100, up to a maximum of 103. Although useful when taking off or for rapid acceleration, the afterburner uses up a lot of fuel, so long periods of use should be avoided.

LANDING ON THE GROUND OR ON A CARRIER

Once close to base, reduce speed to below 250 knots. Press the D-pad to deploy the landing gear and switch the heads-up display (HUD) to Land mode. Then keep the vertical and horizontal lines on the HUD in a central cross and use the left and right triggers together to apply the brakes and slow down to between 140 and 160 knots.

Continue to gradually reduce speed and, when directly over the runway, cut the engine output. Once the wheels hit the ground, apply the wheel brakes by holding the left bumper until speed falls to zero.

When landing on a carrier at sea, approach the deck at a speed of 140 knots and press the D-pad ← to deploy the arresting hook. When the hook catches the wire and the aircraft stops, engine output drops to zero.

SUPPORT DISPLAYS
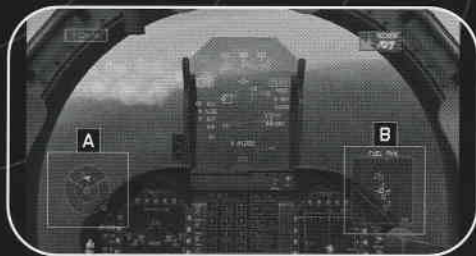
DISPLAY A

This is the "threat radar." It displays enemies picked up by radar and enemies which your aircraft is locked onto.

Displays the area as seen from directly above your aircraft. The number in the bottom right displays the diameter of the currently displayed radar image in nautical miles (nm) (1 nautical mile = 1.150779 statute miles or 6,076 feet).

The meanings of the symbols on the radar are shown in the following table. Press ➡ on the directional pad to change the enemy you are locked onto.

Airborne enemies higher than your aircraft appear larger and in a darker colour. Those lower than your aircraft are displayed smaller and in a lighter colour.

DISPLAY B

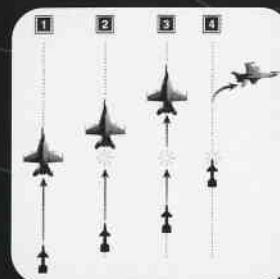This is the "wide range radar." This displays ally and enemy units in a wider area centred on your aircraft.

1. Own aircraft
2. Ally aircraft
3. Enemy aircraft
4. Enemy on the ground
5. Edge of area

Note: The support displays can be turned on/off under Information in the Settings menu. See page 33.

AVOIDING ATTACKS

The following example shows how to avoid an incoming missile.

1. An enemy missile locks on and begins pursuit.
2. Launch chaff or a flare directly in the path of the missile.
3. The missile now detects both your aircraft and the chaff or flare in its path.
4. Turn your aircraft away and out of the path of the missile.

Note: Chaff works against radar-guided missiles, and flares against infrared-guided missiles. In this game, either chaff or a flare is selected automatically, depending on the type of incoming missile.

[1] Launch a flare directly in the path of the oncoming missile (the line between the missile and your aircraft).

[2] If stage 1 is successful, the missile could still follow the flare or your aircraft from that point, so steer your aircraft out of the way of the missile.
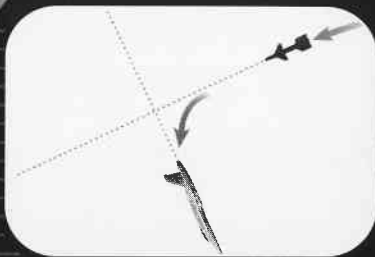
[3] It is possible to tell if a missile launched by an enemy is an infrared-guided or radar-guided missile: If the message LAUNCH appears on the HUD, it means that a radar-guided missile has locked on to you.

If the warning sounds, but the LAUNCH message is not displayed, then you have been targeted by an infrared-guided missile. Under these circumstances, using the afterburners when avoiding the missile is not recommended, as doing so will increase your heat profile.


GAME SCREEN

The cockpit contains various instruments, all of which have a vital function. The HUD (heads-up display) is particularly important, and its mode can be switched with the Y button. HUD functions are explained below using the F/A-18 HUD as an example.

NAV MODE

This mode displays information relating to the flight of your aircraft. You cannot use weapons in this mode.
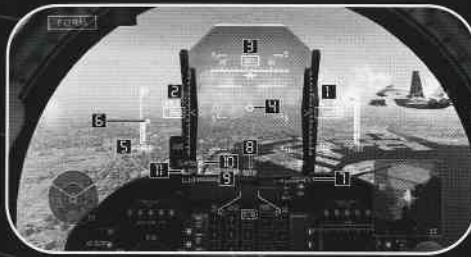
1. **Altimeter:** Your current height in feet (ft). 1 ft = 0.3048 m
2. **Speedometer:** Your current speed in knots (kt). 1 kt = 1.852 km/h
3. **Heading:** The heading of your aircraft as an angle between 0 and 359. Zero is north and 180 is south.
4. **Velocity Vector:** The velocity vector of your aircraft.
5. **Engine Output:** 70 when idling. Military power is 100. 101–103 indicates afterburner use.
6. **Thrust:** This triangular mark moves up and down depending on an increase or decrease in engine output. When using the afterburners, a double triangle mark is displayed.
7. **Aircraft Status:**
   - **G:** Landing gear is down.
   - **F:** Flaps are down.
   - **B:** Brakes are engaged.
8. **HUD Mode Display:** The currently selected HUD mode.
9. **AOA Display:** AOA = Angle of Attack.
10. **Mach Gauge:** Your current speed displayed in mach.
11. **G Gauge:** The current G force to which your aircraft is subjected.

LAND MODE

This mode is used when landing on the ground or on a carrier.

1. **Elevation Needle:** Use this to maintain the correct rate of descent when landing.
2. **Azimuth Needle:** Use this to maintain the horizontal angle when landing.
   Note: For a safe landing, keep the elevation needle and azimuth needle in a perfect cross in the centre of the display.
3. **AOA Bracket:** The ideal angle for landing. Control your aircraft so that the flight path marker remains inside the bracket.
4. **Distance to the Runway:** Displayed in nautical miles (nm). Displayed in feet when closer than 1 nm.
5. **AOA Correction Light:** When the V mark is lit, you must lower the nose of your aircraft, and when the upside down V mark is lit, you must raise the nose of your aircraft. If the symbol (green) is lit, then the angle of attack is perfect. (Some aircraft do not have an AOA correction light.)

GUN MODE

This mode allows you to fire your weapons.
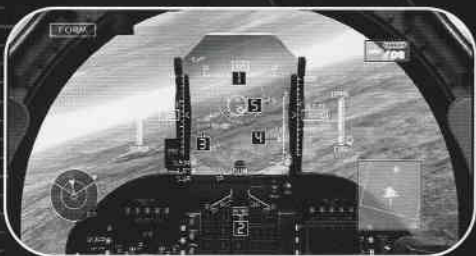
1. **Reticle:** Use this line to aim at the enemy with machine guns. Depicts the arc in which the shots will fly.

2. **Remaining Ammo:** The number in front of GUN is the remaining ammo.
3. **TD Box:** When you have locked on to a target by radar, this box automatically moves over the target.
4. **Distance to the Target:** The number in front of RNG is the distance in nautical miles to the target. Displayed in feet when less than 1 nm, as in "5000 FT."

SW MODE

This mode is used to fire sidewinders and other infrared homing missiles.

1. **Remaining Ammo:** The remaining ammunition and weapon name.
2. **Reticle:** The circle increases in size when the target is within maximum range.
3. **TD Box:** The message SHOOT appears when the target is within effective firing distance.
4. **Seeker Display:** Becomes larger when the target is acquired within effective firing distance.

[1] Here no enemy is acquired on radar. The reticle is a broken line and the seeker display is in the centre of the reticle.

[2] Once an enemy enters radar range, the TD box and seeker display move over the enemy.

[3] When you acquire a target inside the maximum range, the reticle circle becomes bigger. Once you acquire the enemy inside the effective firing distance, the seeker display becomes bigger, and "SHOOT" appears in the TD box.

MSL MODE

This mode is used to fire radar-based homing missiles.

1. **Remaining Ammo:** The remaining ammunition and weapon name.
2. **Reticle:** The circle increases in size when the target is within maximum range.
3. **TD Box:** The message "SHOOT" appears when the target is within effective firing distance.
4. **Minimum Range Display.**
5. **Effective Range Display.**
6. **Target and Range Display:** This display changes along with the size of the reticle. When it is between 4 and 5, the message "SHOOT" appears in the TD box and missile accuracy increases.

[1] Here no enemies are acquired on radar. The reticle is a broken line.

[2] Once an enemy enters radar range, the reticle becomes bigger and the TD box moves over the enemy.
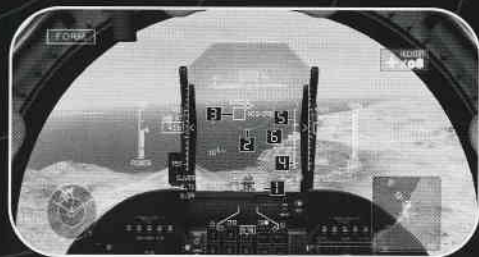
[3] When you acquire an enemy inside the effective firing distance, the seeker display becomes bigger, and "SHOOT" appears in the TD box.
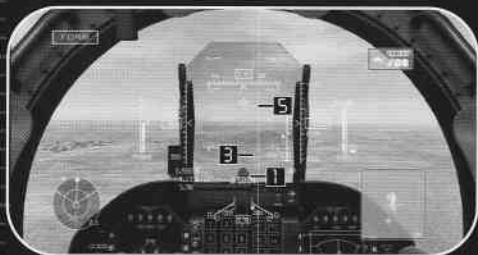
BOMB MODE

This mode is used to drop bombs. You have a choice of manual and auto mode. To activate auto mode, hold down the A button during BOMB mode.

MANUAL MODE

AUTO MODE

1. **Remaining Ammo:** The remaining ammunition and weapon name.
2. **Bombing Line:** The line perpendicular to the ground that connects the pipper and the velocity vector.
3. **Lock Target:** The radar displaying acquired enemies. In Manual mode they are displayed as a diamond, and in Auto mode as a square.
4. **Pipper:** The point at which the bomb will land. When the lock target aligns with the pipper, the bomb will be dropped.
5. **ASL (Azimuth Steering Line) — Auto Mode Only:** Displays the bomb's descent line to the target. This line aligns with the lock target.

MESSAGES DISPLAYED

The HUD displays various messages warning you of danger to your aircraft.

- **Break Away Display:** Displayed across the entire HUD if the aircraft is about to hit the ground.
- **Over Speed:** Displayed if you attempt to lower your landing gear when travelling at over 350 kt.
- **Altitude Low:** Displayed when you are flying too low.

- **Launch:** Displayed when you are being pursued by a missile.
- **Success:** Displayed when a missile or bomb hits its target.
- **Lose:** Displayed when a missile or bomb misses its target.
- **Release:** Displayed when a bomb is released.
- **Out Of Mission Area:** Displayed when nearing the edge of the mission area.
- **Warning:** Displayed when the warning light is on.
- **Warn Fuel:** Displayed when less than 1/4 fuel is remaining.

FVS

You can move your point of view using the right stick. Clicking the right stick switches between cockpit view and behind view. Clicking the left stick locks the camera on to the target. To release this camera lock, either move the right stick again or click the left stick.

COCKPIT VIEW
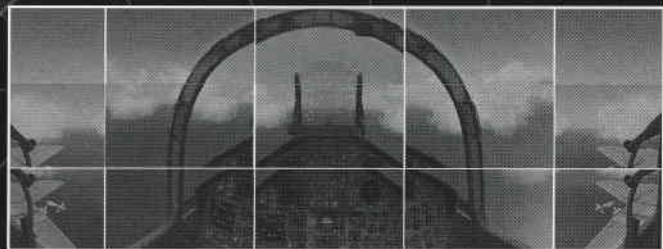
BEHIND VIEW

SCENARIO MODE

In Scenario mode, you take on the role of a pilot in the Energy Air Force (EAF) and attempt to clear a series of missions. These missions take place around the world, in eight different areas.

There are a variety of missions, including destroying enemies, supporting allied ground troops, and defending allied transports. Different missions are unlocked as the game progresses, and you can choose which mission to participate in.

After selecting a mission, you sit through a briefing and then select the aircraft, wingmen, and weapons to use during the mission.

Once mission preparations are complete, the mission begins. Allied and enemy troops on the map begin their operations independently.

Once you make some progress in an area, the main mission is unlocked. Clearing this main mission allows you to progress to the next area.

You will join the Air Force Unit Gargoyle as "Gargoyle 1."

ALLIED FORCES UNIT NAMES

AIR FORCE	ARMY	NAVY
Unicorn		
Cougar	Dagger	Black Wolf
Drake	Katana	Steel Mace
Warthog	Tortoise	
Rapier		

THE COURSE OF A MISSION

[1] Mission Select

After entering Scenario mode, you must first select a mission.

(Not for Mission 1.)

[2] Briefing

After selecting a mission, but before it actually begins, you attend a mission briefing.

(Not for Mission 1.)

[3] Aircraft Selection

After the briefing is over, you select an aircraft. The aircraft you select comes equipped specifically for your mission.

(Not for Mission 1.)

[4] Wingman Selection

Select the wingman to accompany you on the mission. The wingman will pilot the same aircraft as you. Each wingman can fly certain aircraft better than others.

(Not for Mission 1.)

[5] Weapon Setting

Change your aircraft's weapons. If you wish to proceed without making any changes, select OK. If you wish to change your weapons, select CHANGE and make the changes.

(Not for Mission 1.)

Select OK once you have finished.

[6] Force Information

Displays the aircraft and weapons you've selected for yourself and your wingman. If you're OK with your selections, press the A button to start the mission. To change the settings, press the B button to go back to the selection screen.

(Not for Mission 1.)

[7] Mission Start

Now the mission gets under way. If it is a main mission, your aircraft will be on the apron. When the mission starts, the mission goal is displayed in the middle of the screen.

[8] Debriefing

After the mission, you go through a debriefing – an evaluation of your performance, details of enemies you destroyed, and details of operational progress.

[9] Replay

After the debriefing, your mission action is replayed. Use the D-pad ← and → to change the camera angle.

To open the Pause menu during replay, press the START button. You can also save replay data from here.

PARAMETERS (PLAYER AND WINGMEN)

These parameters display various aspects of the pilot's abilities. They change according to the pilot's actions. Wingmen's parameters also change as they continue to fly missions.

|			
G-Resist	50	Evasion	53
Visual Range	51	Mental	54
Hit	52		

- **G-Resist:** Resistance to G force. The higher this number is, the harder it is for grey-out and red-out to occur.
- **Visual Range:** The range at which the pilot can spot enemy aircraft. A higher number means the pilot can spot enemies from farther and farther away.
- **Hit:** Proficiency with air-to-air missiles. As this number increases, accuracy and precision also increase.
- **Evasion:** Proficiency at avoiding air-to-air missiles. As this number increases, the probability of evading air-to-air missiles rises.
- **Mental:** The mental resilience of the pilot. Also determines the speed of recovery after sustaining damage.

BURST

A burst is a rare parameter-increasing bonus. During a burst, the targeted parameter rises at double the normal rate. A parameter flashes when affected by a burst.

PARAMETERS (AIRCRAFT)

These parameters represent the abilities of an aircraft. They increase or decrease according to the aircraft's current weapons and fuel level.
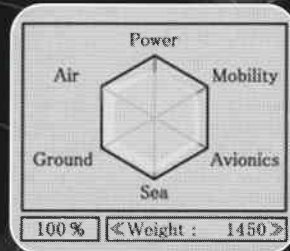
- **Power:** An overall representation of acceleration and speed capabilities.
- **Air:** Air-to-air firepower.
- **Ground:** Air-to-ground firepower.
- **Sea:** Air-to-sea firepower.
- **Avionics:** Represents the quality of the plane's onboard electronics. This determines the distance from which an enemy can be acquired, and the time target-acquisition takes.
- **Mobility:** Represents overall mobility, which determines such capabilities as turning during a dogfight.

WINGMAN ORDERS

Press the BACK button during the game to bring up the Wingman Orders menu at the top of the screen. Here, you can issue your wingman one of six different orders.

Once the order menu appears, use the left trigger and right trigger to select an order and press the BACK button again to confirm it.

Depending upon how his aircraft is equipped, the wingman may be unable to carry out some orders.

- **Free:** "Attack close enemy within the combat area."

  The wingman will attack nearby enemy aircraft and ground targets.

- **Ground:** "Attack close ground enemy within the combat area."

  The wingman attacks ground-based enemies. Issue this order when you want to concentrate on fighting airborne enemies.

- **Cover:** "Take up a rear position and attack any threatening enemies."

  This order is effective when your aircraft is in danger or when going in to attack an enemy unit.

- **Air:** "Attack close airborne enemies within the combat area."

  Have the wingman attack airborne enemies. Use this order when you want to concentrate on fighting ground-based enemies.

- **Attack:** "Attack enemy to which you [player] are currently locked on."

  Useful when you want to conserve your ammunition.

- **Form:** "Return to basic formation."

  Brings a wayward wingman back into formation. Use when your wingman becomes separated from you or when you simply wish to regroup.

MISSION COMPLETE

The following conditions cause you to fail the mission and end the game.

Your aircraft is destroyed or rendered un-airworthy:

This includes "Shot down by enemy," "Landing failed," "Crashed" and "Landing gear broken during taxiing, making take-off impossible."

You leave the mission area:

If you approach the edge of the mission area, the warning message "Leaving Mission Area" appears on the HUD. If you ignore this message and leave the mission area (an area outside the map), then the mission ends in failure.

CHALLENGE MODE

In Challenge mode, various situations await you, each leading to different styles of combat. You can fly any available aircraft in the game.

- **Arena:** In this mode you fly with two wingmen. Repeatedly refuel and try to take down as many enemies as you can to earn a title. When you return successfully to base or are shot down, your results are automatically saved.

- **Strike:** This mode allows you to play a mission that you have custom-designed yourself.

ARENA

[1] Aircraft Select

After selecting Challenge mode, you select an aircraft to fly.

Note: Selection of aircraft and weapons confirmation screens are the same as for Scenario mode. See page 20.

[2] Arena Begins

Arena mode begins with you taxiing your aircraft down the apron. Numerous CPU aircraft are already in the air, so take off immediately, find them, and shoot them down. To open the Pause menu during Arena mode, press the START button.

If you run out of ammo during combat or your aircraft becomes too badly damaged to function effectively, you can return to base for repairs, reloading, or weapon changes.

[3] Return to Base

After returning to base and coming to a complete stop on the apron, you can repair damage to your aircraft or add/change your weapons. If you select End Game, you can see your result on the Debriefing screen and then the mode ends.

STRIKE

This mode allows you to manually set all the conditions for the upcoming battle – your aircraft type, its weapons, your wingman, the type and number of enemies, their altitude, and position. You can also set the number of enemies to zero to simply enjoy free-flight.

INITIAL SETTINGS

After selecting Strike mode, you need to perform the initial mission settings.

THE COURSE OF STRIKE MODE

[1] Player and Enemy Settings

First check the player and enemy settings. Press the START button, once settings are complete, to begin.

[2] Strike Mode Begins

If you have selected one or more enemies to appear, then defeating all enemies will complete the mission. If you do not shoot down all enemies, your aircraft becomes unable to fly and you fail the mission.
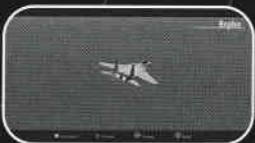
[3] Replay

After the game ends, the action is replayed. Press the START button during the replay to open the Pause menu, from which you can also save replay data.

Select End Game to proceed to the Debriefing screen.

MULTIPLAYER

XBOX LIVE

Play anyone and everyone - any time, 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.
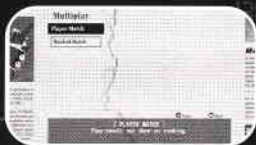
CONNECTING TO XBOX LIVE

Select Multiplayer from the Main Menu to connect to Xbox Live.

If you are disconnected or cannot log in at all, an appropriate message appears in the centre of the screen.

If you are unable to connect to Xbox Live, check that all your online settings are correct.

RANKING REGISTRATION

After connecting to Xbox Live, select either Player Match or Ranking Match. If you select Ranking Match, you need to perform ranking registration. Select one to proceed to the Multiplayer menu.

- **Player Match:** The results of sessions with other players will not affect your Xbox Live ranking.
- **Ranking Match:** The results of sessions with other players will affect your Xbox Live ranking.

MULTIPLAYER MAIN MENU

ARENA MODE

In an Xbox Live arena filled with your team players and opponent team players, players fight to destroy the opposing team's strong point.

VERSUS MODE

Unlike the free-for-all of Arena mode, this mode is for two teams of players to fight each other. To win, a team has to shoot down all of its enemies – without shooting down fellow team-mates.

RANKING

View rankings by category for players who have taken part in Multiplayer. All-Time, Monthly, and Weekly rankings can be viewed.

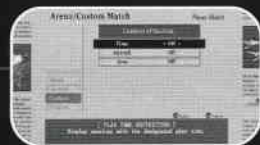## JOINING SESSION SCREEN (ARENA MODE)

QUICK MATCH
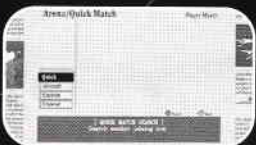
Sessions that you can join are displayed vertically down the screen. Select a session, upon which a list of players waiting appears. Once enough players have joined the game, the host OKs the start of the game.

Note: The session can be started once more than two people have joined, even if the full number of players has not been reached.

- **Quick:** Search and pick available sessions.
- **Aircraft:** Change the aircraft you selected.
- **Custom:** Go to the Custom Match screen.
- **Creator:** Go to the Creator Match screen.

CUSTOM MATCH

Customise the settings for the type of match that you want to play and then search for matches of that type.

The settings that can be customised are displayed, so alter them to create your ideal search conditions.

Confirm the settings. Sessions that are waiting for players and that meet your customised settings are displayed.

CREATOR MATCH

Here you can create and host a session. Once settings are complete, you begin waiting for players.

JOINING SESSION SCREEN (VERSUS MODE)

QUICK MATCH

Sessions that can be joined are displayed vertically down the screen. Select a session to join, and a list of players waiting appears. As long as at least two players are waiting, the session may begin, even if the maximum number of players has not been reached.

CUSTOM MATCH

In Versus mode, players are divided into two teams in the session. When entering a session, use the D-pad ⬆ and ⬇ to select Team A or Team B, whichever has free space.

CREATOR MATCH

In Versus mode, players are divided into two teams in the session. When creating a session, the maximum number of players is set to enough players for two teams.

WAITING FOR PLAYERS SCREEN

After selecting a session to participate in from the Session Select screen, the Waiting for Players screen appears.

INVITE FRIEND

Invite a friend using the guide. A friend who responds to the invitation will appear on the waiting screen.

WHEN INVITED BY A FRIEND

If a friend has created a session as the host, he or she can invite you to join the session.

If you receive an invitation from a host, you can accept or decline the invitation.

If you accept the invitation, you will proceed to the Waiting for Players screen for the session that the host created.

VIEW GAMER PROFILES

To view the Gamer Profile of a player on a waiting or invitation screen, select the player's name.

Press the B button to return to the previous screen.

STARTING A MULTIPLAYER GAME

After selecting a session in any of the modes, the game will begin as soon as enough participants have joined.

[1] Waiting for Players/Host Confirmation

Once enough players have joined the game, host confirmation is required to proceed.

A check appears to the left of each player participating in the session.

[2] Game Start

Once the session begins, the flight screen for each aircraft is displayed, and the other players appear on-screen.

If you run out of ammo or your aircraft becomes too badly damaged to function effectively, you can return to base for repairs, reloading, or weapon changes.

RANKING

View the rankings for players who have been registered on Xbox Live for at least a certain period of time.

Use the buttons at the bottom of the screen to change the type of ranking displayed.

RANKING TYPES

POINT	Points gained
ALL SHOOT DOWN	Points gained

PLAY DATA

When starting a game, you can view your play data. Select a mode to view further details.

Overall data for the game being saved or loaded is displayed.

PLAY DATA MENU

Many categories of play data are available for viewing. Select a mode and then a category to view that data.

- **Status:** Your status and total play time in Scenario mode.
- **Scenario:** Your progress through Scenario mode.
- **Wingman:** The number of missions each wingman has flown and their performance in combat.
- **Aircraft:** The number of times and length of time each aircraft has been used, and their results. The aircraft overview displays the number of times used, total flight time, and total score.
- **Shoot Down:** An overview of targets shot down or otherwise destroyed. The Shoot Down overview displays the type and number of targets destroyed and total score.
- **Weapon:** The number of times each weapon has been used, and your accuracy. The weapon overview displays the name and number of times a weapon has been used, the number of hits, and the hit rate.

SETTINGS

Change various game settings.
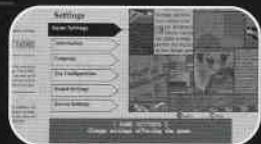
REPLAY

When the game ends in any mode, you can watch a replay of the action.

- **START button:** Open Replay menu.
- **Y button:** Toggle the display of information on or off.
- **X button:** Hold down to fast-forward replay.
- **D-Pad ⬇ and ⬆:** Switch background music.

Five different camera angles are available during replay. Use the D-pad ⬅ and ➡ to switch between them.

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