



WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: Photosensitive Seizures

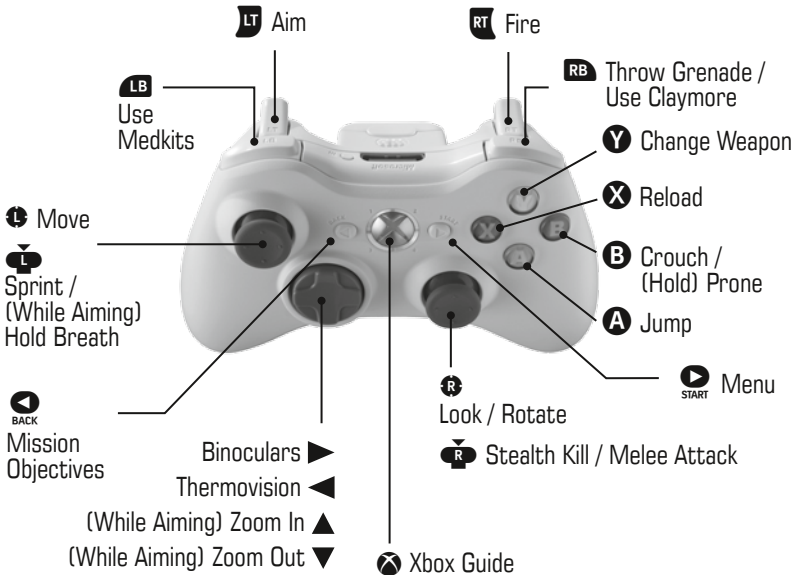
A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and 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, watch for or ask children about these symptoms— children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

Table of Contents:

Game Controls	3
Main Character Bio	4
Main Menu	4
Interface	5
Gameplay	6
Multiplayer	6
Xbox LIVE	7
Technical Support	7
Sniper Tips	8

Game Controls

Xbox 360 Controller





Main Character Bio

Full Name: Captain Cole Anderson

Codename: "Sandman"

Nationality: American

Occupation: Private Security Consultant
(ex-Delta Force Sniper)

Anderson grew up in the cold wilderness of Alaska, where he learned the skills of hunting,

marksmanship, and tracking from an early age. After his father was killed in action while serving with the Marines in Vietnam, Anderson was raised by his Native American mother. From the time he was ten years old, Anderson hunted wild game to put food on his family's dinner table. Anderson joined the Marine Corp after high-school and trained as a scout-sniper, attached to the elite Marines' elite "Force Recon" unit. Anderson is descended from a long line of American soldiers. He was raised in the tradition of patriotism and service to his country.

Main Menu

From the Main Menu you can start a new game, continue from a save, start a multiplayer game or configure the game settings.

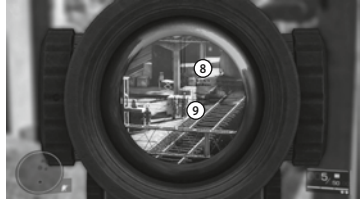
Single Player — this option allows you to play a single player game.

Multiplayer — this option allows you to play a multiplayer game.

Options — allows you to change the game settings.

Credits — choosing this option will display the game developers.

Interface



1. Visibility Indicator — shows if the player has been spotted by an Enemy and from which direction and how much time is left for a player to be spotted.
2. Position Icon (stance) — shows the player's position. A player can stand, crouch or lie.
3. Energy — shows how much energy the player has left.
4. Medkit — shows how many healing syringes the player has left.
5. Ammunition Counter — shows how much ammunition is left for a currently used weapon and the number of grenades.
6. Mini Map — shows your position, as well as the position of your allies and enemies.
7. Interaction Icon — is displayed when a player can interact with an object on the screen; for example picking up a weapon, climbing a ladder or planting an explosive.
8. Wind Sensor — shows the strength and direction of the wind.
9. Hit Indicator — the red dot visible when looking through a scope of a sniper rifle shows the hit spot of a bullet. Its position is based on the strength of the wind and the distance. On the highest difficulty level this element is not available.
10. Navigation marker — the navigation marker indicates a point of interest.

Gameplay

Moving

L is used for movement. **R** is used to rotate the character and aim.

Changing Weapon

You can change a main weapon by pressing the Y button (**Y**). To choose a different piece of equipment use the Directional Pad.

Focus Mode

Focus Mode is only available when looking through a scope. When doing so, press the Right Stick (**R**) to slow down the time. This ability makes a sniper more precise and lethal. It allows for eliminating moving or hidden enemies with ease.

Multiplayer

A multiplayer game provides an opportunity for challenging other players as a sniper. Precision and a good hideout are the key to winning.



1. Mini Map — shows your position, as well as the position of your allies and enemies.
2. Points Counter — shows the actual score.
3. Ammunition Counter — shows how much ammunition is left for a currently used weapon and the number of grenades.
4. Timer — shows the time to the end of a round.

Medkits are unavailable during a multiplayer game. The auto regeneration system is active. Just avoid taking damage for some time and your energy will regenerate.

Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to **www.xbox.com/live** to learn more.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to **www.xbox.com/live/countries**

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to **www.xbox.com/familysettings**

Technical Support

Support can be found online by visiting our web site at:

<http://www.cigames.com>

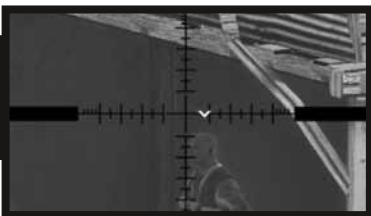
You can also e-mail us at: **support@cigames.com**

Sniper Tips

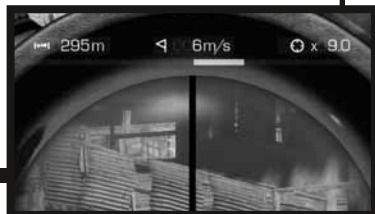
BALLISTICS

Assume a crouched or prone position and the reticule will move softer.

Target Assist is available on Casual and Medium difficulty levels. It shows the exact point of bullet impact.



On Expert, you'll have to pay attention to distance and wind indicators, to land on target.



Squeeze the RT (Default) / LT (Southpaw) button gently to minimize recoil and execute a successful shot.





ALARM

Avoid exposure at all times. Don't stand in the open, scope glare will give you away when you least expect it.

To avoid incoming enemies, first break the line of sight.

Use natural foliage or any other cover available to hide.

Once clear, sneak by or find a good position to return fire.

When a squad of hostiles is certain of your position, they'll try to close the gap.

If enemy numbers are thin - one or two - they won't be too eager to go after you. Avoid a firefight and shoot them from higher ground.

BINOCULARS

Always survey new terrain before going in. Your binoculars will give you an idea of enemy positions, their routines, proximity to each other and let you plan accordingly.



Your training will help remember enemy positions. Once spotted with the binoculars, the enemy's position will be highlighted with a marker.

NIGHT / THERMAL VISION

Night vision goggles are your standard tool for poor lighting conditions, easy to use with the rifle's optics for stealthy engagements.

Thermal vision will let you see through solid objects and track enemy movement. Useful when combined with your sniper rifle, as it can penetrate weaker materials like glass and thin metal.

Contrary to night vision, thermal is usable in good lightning conditions to fish out obscured targets.



STEALTH

Minimize operating in the open. Your ghillie suit will help to blend into your surroundings like tall grass and vegetation to safely observe your enemies.

Avoid the light, natural or artificial.

Even a suppressed shot generates some acoustics, so up close stick to your target's blind spot to use your blade effectively when possible.



