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# GAME CONTROLS

**Taking cover behind solid objects (walls, footwalls, cars, crates):** This can be done by moving Scott Mitchell (using the left stick) against the desired object for a few seconds.



GRAW CONTROLLER MAPPING

# XBOX LIVE

Play anyone and everyone, anytime, anywhere, on Xbox Live. Build your profile (your gamer card). Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

## Connecting

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

## Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

# INTRODUCTION

2013: Mexico City. Stolen U.S. military surveillance hardware has fallen into the hands of Nicaraguan rebels. They arrange to sell the device to Mexican paramilitary forces. Stopping them is a routine covert operation for the Ghosts.

Meanwhile, elsewhere in the city, the Canadian prime minister and Mexican and American presidents gather to announce a new treaty: NAJSA, the North American Joint Security Agreement. It's the dawn of a new era in North American cooperation. But a power–crazed Mexican general has another idea – a coup!

The Canadian prime minister is killed. The U.S. president has disappeared. Captain Scott Mitchell and his elite Ghost team are the first force to arrive on the scene. They have 48 hours to rescue the U.S. president, cut down the insurgency, and destroy its source.

In Tom Clancy's Ghost Recon Advanced Warfighter™, you are the soldier of the future. In full command of the cutting edge of military technology, you are the most lethal, high–tech soldier on the battlefield.

## Military Tactical Action: The Basic Rules

The Ghost Recon squad, led by Scott Mitchell, is expert at using its sharp military tactics to survive seemingly impossible military situations. In this realistic conflict, "run and shoot" behaviors are not a viable option and will only result in quick death.

To prevail, Scott Mitchell must use his tactical assets to their fullest.

### Recon

The Enhanced Reality Display system, including the 3D map, is designed to help the Ghost leader spot enemies and keep track of his squad and allied support locations.

### Cover

When in unsecured areas, especially during military operations in urban terrain, a Ghost must keep the lowest possible profile. Taking cover behind objects and around corners is the best way to spot the enemy first and to engage in combat from safer positions.

### Order

The Ghost squad and all other available supports are crucial. If managed and ordered properly, they give the Ghost leader recon capacities and firepower that help him survive in hostile terrain.

### Assault

When in combat, a Ghost leader must make use of frag and smoke grenades in order to make his way toward enemy positions and must try to flank these positions when possible. Fleeing combat and flanking from side paths is always an option.

# MENU SCREENS

## Main Menu
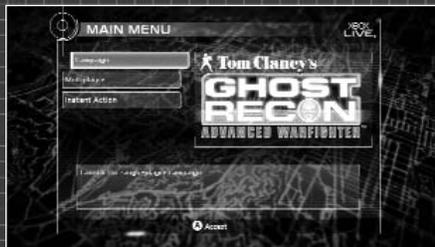


- **Campaign:** Use this option to enter the Solo Campaign menu, from which you can start a new campaign or continue a saved one.
- **Multiplayer:** Use this to enter Multiplayer mode, including Xbox Live, Local Play (split screen), and System Link.
- **Instant Action:** Launch a Local Play Co-op game immediately.

## Campaign Menu



- **Training:** Play a tutorial level that will teach you the basic gameplay.
- **New Game:** Start a new campaign. Before the game starts, you must choose your difficulty level.
- **Load Game:** Use this option to load a previously saved Mexico City Solo Campaign.
- **Tips:** Use this option to browse through hints and tips that will help you deepen your knowledge of Ghost Recon Advanced Warfighter gameplay.
- **Missions:** Quickly replay the missions you've already accomplished in the Mexico City offline Solo campaign.

# USER INTERFACE: HEADS-UP DISPLAY

## Cross-Com: Uplink Channel



1. Cross-Com Window
2. Support status/Health indicator
3. Health/Stance Indicator
4. Stamina
5. Objective Updater
6. On-sight order
7. Reticle
8. Contextual Action Icon
9. Mini Map/Narcom Window
10. Weapon indicator

This communication device establishes a satellite link that enables Scott Mitchell to receive tactical information from his teammates and support, and give them orders.

- The main window displays the selected ally's status (support or teammate) and fields of vision.
- The side windows indicate the status of non-selected allies.
- The top and bottom text boxes indicate which orders Mitchell can give his ally. Note: If no ally is available at a given time, the Cross-Com is shut down.

## Cross-Com: Downlink Channel

The left window displays in real time what the troops see and is also the order interface. The right window is the NARCOM and displays narrative content. The real-time briefings are mostly sent by the Command Center (General Keating) or the on-field logistical support (Bud Aldridge, Josh Rosen, etc.).

## Support Health Indicator

This represents the selected support's health status (support or teammate), ranging from green to red. When the box turns gray, the support is incapacitated. Note: If a teammate is incapacitated, he can be saved with quick emergency medical help.

## Scott's Health Indicator

This represents Scott's health status and ranges from green to red.

## Stance Indicator

This show's Scott's current stance: standing, crouching, prone, or taking cover.

## Contextual Action Icon

This box appears whenever a special action becomes available to Scott. The contextual actions range from climbing obstacles to picking up dropped weapons.

## On-Sight Order Icon

This box appears whenever Scott points at an object, enabling him to give special orders to the selected support. For example, Scott can order his team to heal an incapacitated teammate or a tank to strike a particular enemy vehicle.

### Aiming Reticle

This represents where Scott is aiming and shooting. The larger the reticle, the less accurate the shots.

### Weapon Indicator

This displays the selected weapon's data: visual, name, fire mode, amount of ammo in magazine, and total ammo.

### Objective Updater

This box appears whenever **a mission objective is updated.**

### New Objective Indicator

This box appears after each major mission update. It indicates that additional info on the mission goals is available in the tactical map.

## Special Tactical Displays

### Situational Awareness Tactical Display

This view, totally embedded in the Cross–Com system, is the core of the Advanced Warfighter's revolution in efficiency. With this tool, the Warfighter can identify threats first and make swifter and more accurate tactical decisions – crucial to survival and victory on the battlefield.

### Objective Updater

This box appears whenever a mission objective is updated.

### New Objective Indicator

This box appears after each major mission update. It indicates that additional info on the mission goals is available in the tactical map.

The Cross–Com identifies Scott Mitchell as the hub of all connected U.S. devices. All pieces of tactical intelligence, known as "Intels," are gathered by the eyes and sensors of all available support. They are then displayed in real time over Scott's actual vision and enhanced with color schematics, allowing him to assess the situation with unprecedented accuracy.

The Intel codification is designed to be an automatic analysis device for the soldiers. The most commonly used schematics are Enhanced Night Vision Goggles (E.N.V.G.). These special goggles combine thermal imaging and image intensification in normal mode and incorporate an infrared projector for enhanced near–distance sighting.

The greatest benefits of the E.N.V.G. are:

- Scott can see and detect enemies in dark places or at night more efficiently.
- He can see more easily through the fog of war (smoke grenades and heavy dust clouds).



## Movements

The left bumper will move Scott in any direction and at any speed. You can also use the left bumper to look around in order to explore your environment and, most importantly, aim at enemy targets.

### Precise Aiming

Press the left trigger to enter Precise Aiming mode and hold the left trigger to maintain it. In this mode, your precision is greatly enhanced, but your movement is slower.

### Snipe

When handing a weapon equipped with a scope (see the Weapons section), quickly press the right stick to switch to scope mode. Many scope weapons feature multiple zoom levels; press repeatedly to switch between them.

### Hold Breath

When you are in Scope mode, a breath meter is displayed. Make Scott hold his breath to steady his aim and enable him to reach the remotest targets. To do so, press and hold the left stick. Note that Scott can't hold his breath if the breath meter is too low.

### Change Stance

Quickly press the left stick to toggle between standing and crouching. Press and hold the left stick for a while to switch to a prone stance.

**Pick Up Weapons (Contextual Action)**

Press the Ⓨ button when the icon appears to pick up any weapon dropped by enemies or allies.

**Pick up Weapons (Contextual Action)**

Press the Ⓨ button when the icon appears to pick up any weapon dropped by enemies or allies.

**Roll (Contextual Action)**

When in prone stance, move left or right and press the Ⓨ button when the icon appears, to make Scott roll on his side.

**Emergency Medical Intervention (Contextual Action)**

Press the Ⓨ button when the icon appears to get medical care to incapacitated teammates.

**Use Fixed Turrets (Contextual Action)**

Press the Ⓨ button when the icon appears to use a fixed turret. Press it again to stop.

**Open Container (Contextual Action)**

Press the Ⓨ button when the icon appears to reload your weapon with ammunition from containers.

**Place Demo Charge (Contextual Action)**

You will have to place a demo charge at strategic locations in order to reach certain objectives. To do so, press the Ⓨ button when the icon appears.

**Exit Cover**

Press the Ⓨ button when the icon appears to exit cover.

## *Weapons and Inventory Management*

Manage your available equipment using the Ⓑ, Ⓧ, and Ⓨ buttons.

**Kit Menu**

- **Quickly press the Ⓑ button:** Toggle between the current weapon and the grenade pack.

- **Hold the Ⓑ button:** Open the Kit menu. Use the D-pad ⬆ or ⬇ to browse. From this menu you can choose any available weapon in your kit to fill your primary weapon, grenade and, handgun slots.

- **Release the Ⓑ button:** Select an option.

**Handheld Weapon Menu**

- **Quickly press the Ⓐ button:** Reload the weapon.

- **Hold the Ⓧ button:** Open the Weapon menu. Use the D-pad ⬆ and ⬇ to browse. This menu contains Fire Rate, Fire Mode, and Grenade Type options and more.

- **Release the Ⓧ button:** Select an option.

**Display Menu**

- **Quickly press the Ⓐ button:** Toggle between ENVG and normal views.

- **Hold the Ⓐ button:** Open the Display menu. Use the D-pad ⬆ and ⬇ to browse. From this menu, you can toggle between ENVG and normal views and turn the Tactical Enhanced Reality Display on and off.

- **Release the Ⓨ button:** Select an option.

## *Taking Cover*

One of the fundamentals of urban military operations is that the one with the best cover wins. Taking cover is the best way to survive in hostile urban environments. Mastering this move will give you the advantage in combat, but remember that your enemies all know how to take cover too!

**Take Cover**

Move Scott against a wall and press and hold the left stick.

**Move Under Cover**

Use the left stick to move along a wall and press the left stick to change your stance. When you are under cover, most of the controls stay exactly the same as in default mode.

**Peek Around Corners**

When you reach a corner, you can peek around it by pushing the left stick in the direction you want to look.

**Exit Cover, Shoot, and Return to Cover**

When you've got a good angle, choosing to shoot, enter Precise Aiming mode, or snipe will bring you out of cover.

**Turn Around**

When Scott is taking cover, he can turn in one of two ways:

• Use the right stick to look and aim in the desired direction.

• Use the right bumper to "switch camera sides." This will make Scott turn around quickly.

**Exit Cover**

To exit cover:

• Press the **Y** button to get to the Exit Cover contextual action.

• Press and hold the D-pad in the opposite direction to the wall until Scott leaves cover.

## Giving Orders

The Cross-Com device is the Advanced Warfighter's virtual Command Center. Each support connected to Scott Mitchell has a Cross-Com window which enables you to interact with him or her.

Using this satellite-based technology, Scott can:

• Give team orders and individual orders to his supports at the same time.

• Better assess the situation by viewing and hearing exactly what his supports do.

• Monitor his supports' actions and health meters.

**Cross-Com Control**

Each Cross-Com window represents a soldier you can order and receive support from. To change Cross-Com windows, select the one you want.

**Select a Support Cross-Com Window**

Press ⬅ and ➡ on the D-pad.

**Go Order**

Press ⬆ on the D-pad. Go orders are context-specific. They will change what you are looking at and what your support can do. They are often pro-active: go to position, attack an enemy, use an element, etc.

**Back Order**

Press ⬇ on the D-pad. Back orders change function of the selected support. They are often retreat orders: regroup, go back, etc.

**Engagement Orders**

Press the left bumper.

Toggle the support's behavior between aggressive and defensive.

• In Aggressive mode, the selected support is more pro-active but less cautious.

• In Defensive mode, the selected support is more passive but very cautious.

Changes in aggressiveness are represented in the user interface by the window color changing from blue to red.

## Tactical Map

Scott can consult a tactical map downloaded and updated in real time from the Command Center. This lets him move much more efficiently through the streets of Mexico City.

This map is linked to the Situational Awareness display, which means he can also check what Intels are available to him.

**Map Presentation**



This is the 3D representation of your immediate area. The Intels displayed on it follow the same symbolic rules as those seen on the Situational Awareness tactical display.

The color of the terrain on the map gives additional information:

• **Orange zone:** Hostile and dangerous terrain.

• **Blue zone:** Secured terrain.

• **Grey zone:** Inaccessible terrain.

**Current Objective**

This text box contains all the details concerning the current operation's objective. These objectives evolve in real time during the mission; so does the text box.

**Controls**

• **Move Map:** Use the left stick to pan the map. Use the right stick to rotate the map.

• **Zoom Map:** Press the right stick to toggle between the two available zoom levels.

• **Give Orders:** In the map, Scott can use the Cross–Com exactly the same as he would in any other situation.

# MULTIPLAYER

There are three multiplayer options in Ghost Recon Advanced Warfighter:

• **Xbox Live:** Play online on the global Xbox Live network.

• **System Link:** Play on a local network of Xbox 360 systems.

• **Local Play:** Play split–screen on your Xbox 360 system.

You can play with up to 16 people on Xbox Live or System Link, and with up to four people in Local Play. You can also select Credits from the Multiplayer Main Menu to view the multiplayer game credits.

## Identity Setup

Once you sign in to Xbox Live, select System Link, or choose Local Play, you're taken to the Identity Setup screen. Up to four players can set up their in–game identities here. The identity shows your image, class, and rank. To edit your identity, press the ❎ button. When you're happy with your settings, press the Ⓑ button to return to the Identity Setup screen. When everyone is ready, press the Ⓐ button to continue.

## Signing in to Xbox Live

Selecting Xbox Live will take you to the Sign–In screen for Xbox Live. As many as three guests can play with you on a single Xbox 360 system. Once you've signed in, each player can edit his or her identity.

Once you've signed in and have your identity set, go to the Select Play Type screen. You can select Player Match or Ranked Match. Player Matches have no limitations – anyone can join, regardless of experience or rank, and the action doesn't affect your TrueSkill ranking (see below). Ranked Matches use your TrueSkill ranking and match you with players who are close to you in skill. The results of Ranked Matches affect your TrueSkill ranking.

You can also look at the Leaderboards. These show you the current rankings for preset game types, game modes, character classes, and overall.

## Match Type

After you select Player Match or Ranked Match, you're taken to the Live Match screen. Here you choose what sort of game you're looking for, or what sort of game you want to host.

• **Quick Match:** Gets you into a game as quickly as possible.

• **Custom Match:** Lets you set the parameters of the type of game you want to search for and play in.

• **Create Public Match:** Creates a game session that anyone can play in. This is only available after you select Player Match.

• **Create Private Match:** Creates a game session that only invited players can join. This is only available after you select Player Match.

• **Create Match:** Creates a game session for TrueSkill Ranking play. Available after you select Ranked Match. Select Quick Match and you go to the Select Game Mode screen. After you select a game mode, you will be taken to the Game List, which shows all of the available games and their settings. Select Custom Match and set your parame¬ters (type, number of players, etc.). To join a game, use the D–pad to highlight it and then press the Ⓐ button.

If you want to create your own game, select Create Match. This takes you to the Pregame Lobby where you can start the process of setting up your game.

## Creating a Match

Creating a match sets up the ground rules for your game. Numerous options allow you to customize your experience, ranging from game type to duration or weapons kits allowed.

The base setting is Game Mode. There are three modes:

- **Solo:** Everyone for themselves.
- **Team:** Teams of players challenge each other.
- **Co-op:** Players work together against the AI.

Each Game Mode has several basic Game Types associated with it:

- **Territory:** Zone-based gameplay that's all about seizing and holding positions.
- **Objective:** Get your objectives and achieve them to win.
- **Elimination:** Kill everyone who's not on your side.
- **Campaign:** Available as Co-op-style play only, this gives you access to the Co-op campaign missions. Several preset game types are built into Ghost Recon Advanced Warfighter, including Hamburger Hill, Domination, and Siege. You can also build a Custom game in Solo, Team, or Co-op, which allows you to build a rule set from the ground up. Once you've got your Game Type set, you can proceed to the Pregame Lobby.

## Pregame Lobby

The Pregame Lobby is where you wait between rounds. Here, you can chat with other players or view the server settings in order to see the rules of the game you're playing. To indicate that you're ready to play, press the ❌ button. To toggle between Play mode and Observer mode, press the ❨Y❩ button.

If you're hosting the game, you can also use the Pregame Lobby to change game settings, including map, time, and kit restrictions. To edit any option, use the left thumbstick to highlight it, and then press the ❀A❀ button. That will bring you to a list of all of the available settings. Highlight the setting you want by moving through the list, then press the ❀A❀ button to select it.

While you are waiting in the Lobby, you can also cycle through your character class by pressing the right bumper.

## After Action Review

The After Action Review, or AAR, is a record of how the game went. After each round, you are taken to the AAR screen, which shows off player statistics. You can toggle between the AAR and the Lobby between rounds while you're waiting for the next round to start.

## Achievements

Achievements are recognitions of feats you have accomplished while playing Ghost Recon Advanced Warfighter. There are 37 Achievements, and they are awarded for feats like scoring 250 head shots, winning a certain number of rounds, and more. You can access your current Achievement list through the Xbox Dashboard.

## TrueSkill Rankings

TrueSkill rankings are a measure of your competence and achievement playing Ghost Recon Advanced Warfighter. Depending on how you do in Ranked Match play, your ranking can increase or decrease. You benefit more from beating players more highly ranked than you than from beating ones who are ranked below you. There are 25 rankings available.

## System Link

Setting up or joining games in System Link works in much the same way as it does in Xbox Live. However, if you don't sign in to Xbox Live, you don't have the option of Ranked Matches, and Leaderboards are not available.

## Local Play

Creating or playing games in Local Play works in much the same way as it does in Xbox Live. However, several features, including searching for matches, Xbox Live features, Leaderboards, and more, are unavailable in Local Play.
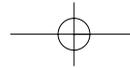
# Register this game now and stay in the know!

NOTES

It's simple: Go to www.ubireg.com and register your product, and you will receive a coupon code good for 10% off your next purchase at the Ubisoft online store. You can also get exclusive game updates, participate in surveys, and win cool prizes! Look for the details on www.ubi.com!
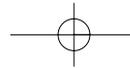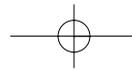
Thanks,

The Ubisoft Team

Ghost Recon Advanced Warfighter™
Proof-of-Purchase

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**ARTISENT BALLISTIC ASSAULT HELMET**
- M5® Advanced Composite Shell capable of withstanding 9mm, 5.56mm, 7.62mm and various fragmentation threats.

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**INTEGRATED WARFIGHTER SYSTEM (IWS) COMPONENTS**
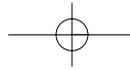Watertight / Lightweight / Flexible / Comfortable
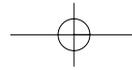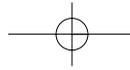
# NOTES

# ⚠ WARNING

Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

## Important Health Warning About Playing Video Games

### Photosensitive Seizures

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

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

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

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

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

## Technical Support

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

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

### Support Over the Internet

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

### Contact Us by Webmail

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

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

### Contact Us by Phone

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

### Contact Us by Standard Mail

If all else fails you can write to us at:

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

### Return Policy

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

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