

TABLE OF CONTENTS

GAME CONTROLS	2
XBOX LIVE	3
MENU SCREENS	4
THE HEADS-UP DISPLAY (HUD)	5
PLAYING THE GAME	8
THE CROSS-COM SYSTEM	12
TACTICAL MAP	14
MULTIPLAYER	15
WARRANTY	20
TECHNICAL SUPPORT	INSIDE BACK COVER

GAME CONTROLS



Note: All pad references are based on Pad Configuration A.

Take cover behind solid objects (walls, footwalls, cars, crates): Use the **Left Stick** to move Scott Mitchell against the desired object for a few seconds.

Enter Command Full View (teammates, UAV3, MULE): Use the Cross-Com to enter your selected support's Camera mode, then press and hold the **Right Stick** to enter the Command Full View (CFV) and take control of the support's camera (can be changed to Toggle mode in the general options). You can give orders directly through this view by pressing the **Left Stick** or take other actions specific to the selected support.

XBOX LIVE®

Play anyone and everyone – anytime, anywhere – on Xbox Live. Build your profile (your gamer card). Chat with your friends. Download additional contents 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.

ACHIEVEMENTS

When playing with a gamer profile, you will be able to unlock the game's achievements. There are 43 achievements available:

- 21 achievements for Single-Player mode.
- 22 achievements for Multiplayer mode.

SINGLE-PLAYER LEADERBOARD

When connected to Xbox Live, you can send the best statistics of your single-player campaign and quick mission. You can also access the Single-Player mode Leaderboard to see your worldwide ranking and view other players' performance.

MULTIPLAYER

When connected to Xbox Live, you can discover the full potential of Tom Clancy's Ghost Recon Advanced Warfighter® 2's Multiplayer mode.

MENU SCREENS

MAIN MENU

- **Single-Player:** Choose this option to enter the single-player mode and either start a new campaign, continue a saved one, or play each mission separately.
- **Multiplayer:** Choose this option to enter the multiplayer mode and play locally or online, either with your friends or against other players.

SINGLE-PLAYER MENU

- **Campaign Mode:** Start a new campaign or load a previously saved one. Before starting a new campaign, you must choose from three available difficulty levels: low risk, guarded risk, and elevated risk.
- **Quick Mission Mode:** Replay each mission of the campaign separately. The available missions are unlocked as you progress through the campaign.
- **Statistics and Scores:** Review your best statistics. If you are connected to Xbox Live, you can access the online Leaderboard to view your worldwide ranking and other players' performance.
- **Ghosts' Headquarters:** Deepen your knowledge of Ghost Recon Advanced Warfighter 2. From here, you can access a Hint and Tips section, view descriptions of how to unlock all single-player achievements, and learn how Ghost Recon Advanced Warfighter 2 single-player statistics work.
- **Bonuses:** Extend your Ghost Recon Advanced Warfighter 2 experience. Here, you can learn more about the Ghosts and their weapons. You can also watch three original music videos made for the game. Bonuses will be unlocked as you progress through the game and unlock new achievements.
- **Options:** Adjust gaming options such as sound or brightness. You can also choose your preferred controller configuration and manage your saves and downloadable content.
- **Credits:** See the creators of the game.

THE HEADS-UP DISPLAY (HUD)



① CROSS-COM: UPLINK CHANNEL

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 top and bottom text boxes indicate which orders Mitchell can give his ally.

Note: If no supports are available at a given time, the Cross-Com is shut down.

② CROSS-COM: DOWNLINK CHANNEL

This window displays real-time primary intelligence on the mission and allows the squad to update its current mission status directly on the field. These real-time briefings are mostly sent by the Command Center (General Keating) or the on-field logistical support (Josh Rosen, etc.).

③ SUPPORT INDICATOR

Each icon represents an available support. The highlight shows which support is currently selected; this is the one you can give direct orders to. The color, ranging from green to red, represents the support's health status. When the box disappears, the support is no longer available.

④ TEAMMATES' HEALTH INDICATOR

This represents Scott's teammates' health status and ranges from green to red. Each square represents one of your Ghosts. The highlighted one, with his portrait displayed, represents the one currently speaking to you. When a box turns grey, the teammate is incapacitated.

Note: If a teammate is incapacitated, he can be saved with quick emergency medical help.

⑤ SCOTT'S HEALTH AND STANCE INDICATOR

This represents Scott's health status and ranges from green to red. The human icon shows Scott's current stance: standing, crouching, prone, or taking cover.

⑥ 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.

⑦ "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.

⑧ AIMING RETICLE

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

⑨ WEAPON INDICATOR

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

⑩ OBJECTIVE UPDATER

This box appears whenever a mission objective is updated.

⑪ 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.

The Cross-Com identifies Scott Mitchell as the hub of all connected U.S. devices. All tactical intelligences, 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.

ENHANCED NIGHT VISION GOGGLES (ENVG)

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 ENVG are:

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

COMMAND FULL VIEW

Scott can see directly through his supports' mounted camera by taking it to full vision.

From this point of view, he can access the full potential of his supports. He can have a better view of his supports' position, give specific orders, and even take direct control of his UAV or MULE.

PLAYING THE GAME

MOVEMENTS

Use the **W** to move Scott in any direction and at any speed. Use the **Q** to look around in order to explore your environment and, more importantly, aim at enemy targets.

PRECISE AIMING

Pull and hold the **R** to enter and maintain Precise Aiming mode. In this mode, your precision is greatly enhanced, but your movement is slower.

SNIPE

When handling a weapon equipped with a scope, click the **Q** to switch to Scope mode. Many scope weapons feature multiple zoom levels; click 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, pull and hold the **R**. Note that Scott can't hold his breath if the breath meter is too low.

CHANGE STANCE

Click the **Q** to toggle between standing and crouching. Click and hold the **Q** to switch to a prone stance.



PICK UP WEAPONS (CONTEXTUAL ACTION)

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

USE SATCHEL

There are two phases to using a satchel correctly:

- **First, the placement:** Like a grenade, you can throw the satchel charge using the **Q** to place it wherever you want. The longer you hold the trigger, the farther the satchel is thrown.
- **Second, the detonation:** Pull the **Q** to use the remote control and explode the charge whenever you want.

USE NIGHT VISION

Press the **Y** button to toggle between ENVG and normal views.



ROLL (CONTEXTUAL ACTION)

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



EMERGENCY MEDICAL INTERVENTION (CONTEXTUAL ACTION)

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



USE FIXED TURRETS (CONTEXTUAL ACTION)

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



OPEN CONTAINER (CONTEXTUAL ACTION)

Press the **Y** 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 **Y** button when the icon appears.

WEAPONS AND INVENTORY MANAGEMENT

Manage your available equipment using the **B** and **A** buttons.



WEAPON MENU

- **Press the **B** button:** Toggle between the current weapon and the grenade pack.
- **Press and hold the **B** button:** Open the Kit menu. Use the **◁** 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 **B** button:** Select an option.

RATE OF FIRE MENU

- **Press the **A** button:** Reload the weapon.
- **Press and hold the **A** button:** Open the Weapon menu. Use the **◁** to browse. This menu contains fire rate, fire mode, and grenade type options, and more.
- **Release the **A** 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!

TAKING COVER

Move Scott against a wall then click and hold the **👁** to take cover.

MOVING UNDER COVER

Use the **👁** to move along a wall and click to change your stance. When you are under cover, most of the controls stay the same as in default mode.

PEEKING AROUND CORNERS

When you reach a corner, you can peek around it by pressing the **👁** in the direction you want to look.

EXITING, SHOOTING, AND RETURNING TO COVER

When you've got a good angle and want to shoot, Precise Aiming mode or sniping will bring you out of cover.

TURNING AROUND

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

- Use the **👁** to look and aim in the desired direction.
- Use the **RB** to switch camera sides. This will make Scott turn around quickly.
- Move along the cover in one direction using the **👁** for a certain period to make Scott automatically face that direction.

EXITING COVER

To exit cover:

- Press the **👁** button to do the contextual Exit Cover action.
- Press and hold the **👁** in the opposite direction of the wall until Scott leaves cover.
- Turn the camera around using the **👁** to look behind; this will also make Scott exit cover (useful for flanking situation).

THE CROSS-COM SYSTEM

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 that enables you to interact with him or her. Using this satellite-based technology, Scott can:

- Give direct orders to his support.
- Better assess the situation by viewing and hearing exactly what his support does.
- Monitor his support's 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 **○**.

GO ORDER

Press **↑** on the **○**.

Go orders are context-specific; they will change what you are looking at and what your support can do. They are often proactive: go to position, attack an enemy, use an element, etc.

BACK ORDER

Press **↓** on the **○**.

Back orders change the function of the selected support. They are often retreat orders: regroup, go back, etc.

ENGAGEMENT ORDERS

Press the **RB**.

Toggle the support's behavior between modes:

- In Assault mode, the selected support is more proactive but less cautious.
- In Recon 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.

COMMAND FULL VIEW

With the new enhanced Cross-Com system, Scott can not only have a small preview of a support's camera, but he can also transfer the image to his full vision and even take direct control of some of his supports through it.

ENTERING COMMAND FULL VIEW

To enter CFV mode, press and hold the **RB**. When you release the **RB**, you return to Scott's normal view.

Note: CFV mode can be changed to Toggle mode in the Options menu. In Toggle mode, once you enter CFV mode you no longer have to hold the **RB** to stay in this mode. Just press the **RB** to return to normal view.

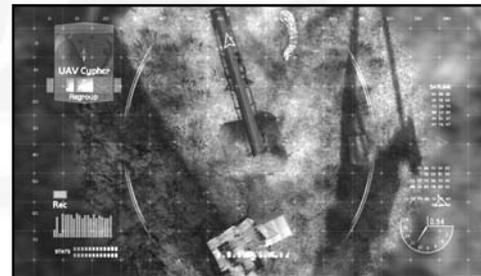
TEAMMATES SPECIFICS

The teammates' CFV focuses on one teammate to follow. You can change the teammate focused on by clicking the **⚙**.



UAV3 SPECIFICS

When entering CFV mode, the UAV3 lowers its height to go into Scan mode. In Scan mode, the UAV3 can acquire new intels, but be careful – it can be spotted by the enemies and shot down. You can move the drone using the **⚙** and **⚙**.



MULE SPECIFICS

When entering the MULE CFV mode, you can directly control it and move it using the **⬇**. The camera can rotate independently from the MULE.

Note: When driving the MULE, your camera rotation is limited.



REFOCUS THE CAMERA

For all supports' CFVs, you can refocus the camera to an automatic position by clicking the **⬇**.

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.

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

CONTROLS

- **Move Map:** Use the **⬇** to pan the map. Use the **⬅** to rotate the map.
- **Zoom Map:** Click the **⬇** to toggle between the two available zoom levels.
- **Give Orders:** In the map, Scott can use the Cross-Cor exactly as he would in any other situation.

MULTIPLAYER

There are three multiplayer options in Ghost Recon Advanced Warfighter 2:

- **Xbox Live:** Play online on the global Xbox Live network.
- **System Link:** Play on a local network of Xbox 360 consoles.
- **Local Play:** Play split-screen action on your Xbox 360 console.

You can play with up to 16 people on Xbox Live or System Link play, and with up to four on a single Xbox 360 console.

IDENTITY SETUP

After either signing into Xbox Live, selecting System Link, or choosing Local Play, you're taken to the Identity Setup screen. Up to four players can set their in-game identities here. The identity shows your image, class, and rank. To edit your identity, press the **X** button. This lets you change your class, appearance, and other settings. When you're happy with your settings, press the **B** button to return to the Identity Setup screen. When everyone is ready, press the **A** button to continue.

SIGNING INTO XBOX LIVE

Selecting Xbox Live will take you to the Xbox Live screen, where you can choose from three options: Play Game, Leaderboards, and Manage Clan. Select Play Game in order to sign into Xbox Live. As many as three guests can play with you on a single Xbox 360 console. Once you've signed in, each player can edit his or her identity.

Once you're signed in and have your identity set, you go to the Select Play Type screen. You can select Player Match, Ranked Match, or Clan Match to determine the type of game you want to play. Player Matches are set up with no limitations – anyone can join, regardless of experience or rank, and the action doesn't affect your TrueSkill ranking. Ranked Matches are dependent on TrueSkill ranking and match you up with players who are close to you in skill. The results of Ranked Matches affect your TrueSkill ranking.

CLAN MATCH

Clan Match lets you find and create matches for your Clan to compete in. You can also find matches that your Clan is currently engaged in and join them. In a Clan match, all players on your side must be members of your Clan. Clan matches are not ranked.

MATCH TYPE

After you select play type, you're taken to the Live Match screen. If you select Clan Match, you will be taken to Clan 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 if you selected Player Match.
- **Create Private Match:** Creates a game session that only invited players can join. This is only available if you selected Player Match.
- **Create Match:** Creates a game session for TrueSkill Ranking play. Available if you selected Ranked Match.
- **Find My Clan:** Find any match your Clan is involved in.
- **Find Open Match:** Find all Clan matches that don't currently have an opponent.
- **Create Closed/Open Match:** Create a Closed Match against a specific Clan, or an Open Match for any Clan to join.

Select Quick Match and you'll join a game instantly. Select Custom Match and you'll be able to set the parameters for the type of game you want to join. Once you do that you'll be taken to the Game List, which shows all available games that match your criteria. To join a game, use the  to highlight it and press the **A** Button. If you want to create your own game, select Create Match. You will be taken to the Pregame Lobby, where you can start the process of setting up your game.

CREATING A MATCH

Creating a match sets the ground rules for your game. There are numerous options that you can adjust to customize the experience you want, ranging from game type to duration to weapons kits allowed.

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

- **Solo:** Every player 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:** Killing everyone who's not on your side is the way to go.
- **Campaign:** Available as Co-op-style play only, this gives you access to the Co-op campaign missions.
- **Team Battle:** Zone-based gameplay with AI support.
- **Team Mission:** Achieve objectives as your team advances across the map.

There are several pre-set game types built into Ghost Recon Advanced Warfighter 2, 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 Pre-game Lobby.

PRE-GAME LOBBY

The Pre-game Lobby is where you wait in 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 in. To indicate that you're ready to play, press the **X** button. To toggle between Play mode and Observer mode, press the **Y** button. In a team game, the **Y** button will also switch your team. Note that in Clan matches, the game will not launch until all players are ready.

If you're hosting the game, you can also use the Pre-game Lobby to change game settings, including map, time, and kit restrictions. To edit any option, use the  to highlight it, then press the **A** button. This will bring you to a scrollable list of all 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 **RB**.

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 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 2. There are 22 Multiplayer Achievements, and they are awarded for feats such as scoring 100 sniper kills, winning a certain number of rounds, and more. You can access your current Achievement list through the Xbox® Dashboard, or from the Extras screen off the Multiplayer menu.

TRUESKILL RANKINGS

TrueSkill rankings are a measure of your competence and achievement playing Ghost Recon Advanced Warfighter 2. Depending on how you do in Ranked Match play, your ranking can increase or decrease. You gain more of a benefit 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 for Xbox Live. However, you don't have to sign in, you don't have the option of Ranked Matches, and Leaderboards are not available.

LOCAL PLAY

Creating or playing games in Local Play works much the same as on Xbox Live. Several features, including searching for matches, Xbox Live features, Leaderboards, and more, are unavailable in Local Play.

LEADERBOARDS

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

MANAGE CLAN

From the Manage Clan screen, you can use Clan Details to control the details of your Clan membership. You can view or edit your clan information, view the roster of members, message your Clanmates, and issue invites.

You can also use Clan Invites to see the list of Clans you've been invited to join, or Create Clan to generate a Clan of your own, with the same functionality as Clan Details.

EXTRAS

The Extras screen is accessible from the game's Multiplayer menu. It gives you access to additional material, including your progress toward Achievements, information on the weapons and character classes in the game, and a gallery of concept art.

Register this game now and stay in the know!

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

Tom Clancy's Ghost Recon Advanced Warfighter® 2

Proof-of-Purchase



© 2007 Ubisoft Entertainment. All Rights Reserved. Ghost Recon, Ghost Recon Advanced Warfighter, the Soldier Icon, Ubisoft, Ubi.com and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries.