XBOX 360

Tom Clancy's
H·A·W·X

UBISOFT®

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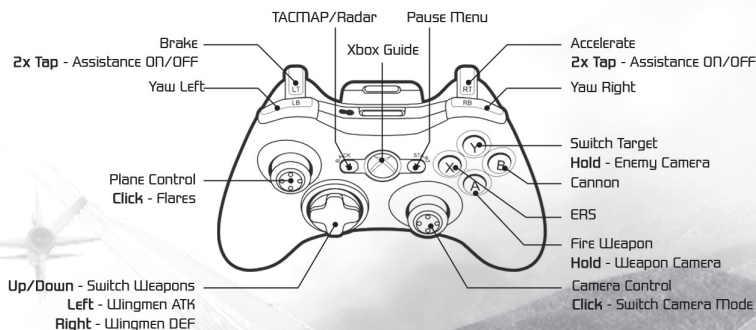
XBOX LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build
your profile (your gamer card). Chat with your friends. Download content
(TV shows, trailers, HD movies, game demos, exclusive game content,
and Arcade games) at Xbox LIVE Marketplace. Send and receive voice
and video messages. Use LIVE with both Xbox 360 and Windows®. Play,
chat, and download on both your PC and your Xbox 360. LIVE gives you
ultimate access to the things you want and the people you know,
on both your PC and your TV. Get connected and join the revolution!

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.
And now, LIVE Family Settings and Windows Vista Parental Controls work
better together. Parents can restrict access to mature-rated content.
Approve who and how your family interacts with others online with the LIVE
service. And set time limits on how long they can play. For more information,
go to www.xbox.com/familysettings.

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INTRODUCTION

Tom Clancy's H.A.W.X™ is a next-gen air combat game that takes place in the near future, a time when many countries are starting to use Private Military Companies (PMCs) instead of regular armies to achieve their strategic goals.

Because of the important role they play in the international balance of power, these companies engage in a permanent and deadly competition to secure the most profitable contracts by attempting to annihilate their rivals directly on the battlefield.

At the beginning of the game, you are a former U.S. Navy pilot hired by a PMC to perform a large variety of air combat missions all over the world. As the story unfolds, you will get more and more involved in the battle for global military supremacy while fighting to decide its outcome.

MAIN MENU

Campaign

From the Main Menu you can access the campaign page, where you are given the option to start a new campaign, continue a previous one or replay the unlocked campaign missions. You can explore the Free Flight mode, where you can view all the environments without any enemy present. Moreover, you can experience the entire solo campaign in four-player JUMP IN / JUMP OUT co-op mode.

Versus

By choosing the Versus mode you can create or join a game through Xbox LIVE or in System Link.

Pilot Records

The Pilot Records section will give you information about your performance in the game, showing your current rank and experience. It will also show the single and multiplayer challenges with their status and required conditions.

Options

On the Options page you can adjust the game settings for controls, audio, display and data storage.
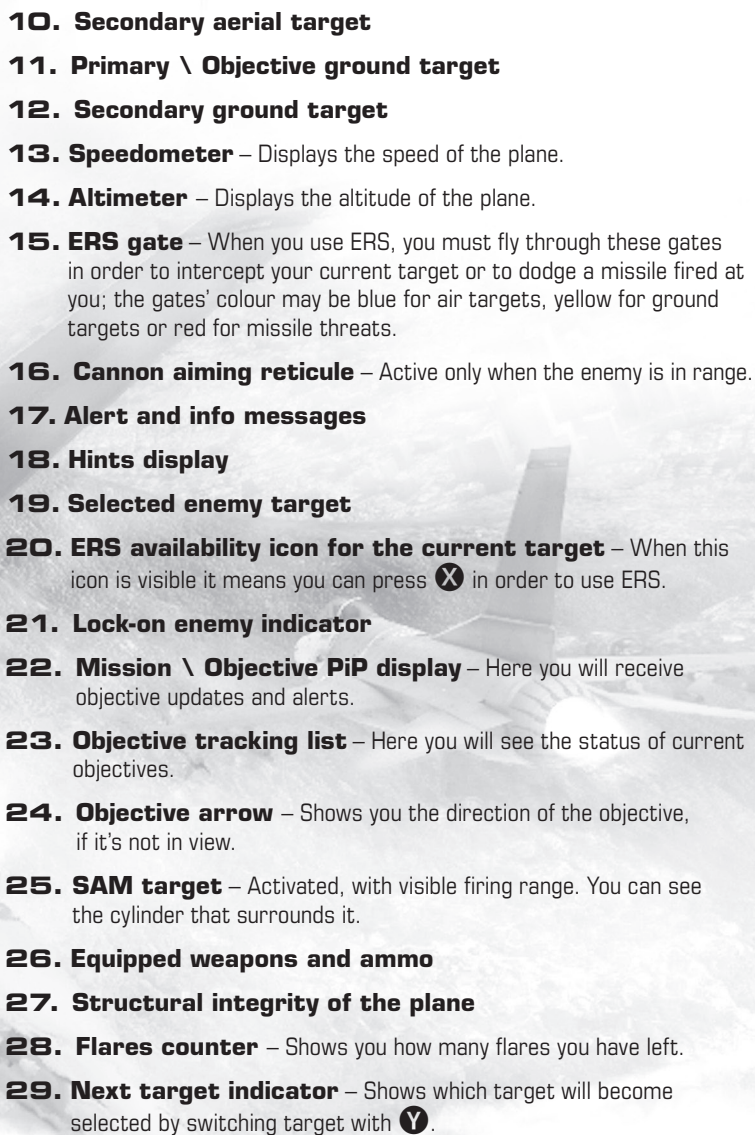
Extras

The Extras page will give you access to the downloadable content via Xbox LIVE Marketplace and information about GeoEye, a premier provider of satellite, aerial and geospatial data that contributed high-resolution images to the game.

Here you can improve your game performance by consulting the hints and tips page; you can also see the team involved in the H.A.W.X project.

INTERFACE
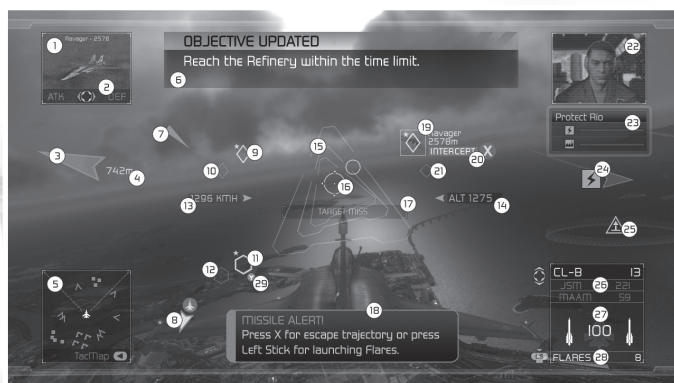
1. Target PiP – Here you will have a view of the selected target. If a missile is heading toward you, it appears in the Left PiP, together with the distance remaining until it hits you.

2. Wingmen orders tab – Here you can give orders to your wingmen with the left and right buttons on the Directional pad and see if an order is active. ATK = attack; DEF = defend.

3. Selected target arrow – Displays the position of the selected unit located outside the screen.

4. Distance to the selected target

5. Radar \ Tacmap – Displays all units around you located within a certain range.

6. Objective bar – Here you'll see if you have a new objective, if an objective has updated or if you have completed an objective.

7. Incoming missile arrow – Shows the direction from which a missile is coming.

8. Enemy locking on the plane arrow and icon – The icon tells you that an enemy plane has locked on you, if it is not in view.

9. Primary \ Objective aerial target

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10. Secondary aerial target

11. Primary \ Objective ground target

12. Secondary ground target

13. Speedometer – Displays the speed of the plane.

14. Altimeter – Displays the altitude of the plane.

15. ERS gate – When you use ERS, you must fly through these gates in order to intercept your current target or to dodge a missile fired at you; the gates' colour may be blue for air targets, yellow for ground targets or red for missile threats.

16. Cannon aiming reticule – Active only when the enemy is in range.

17. Alert and info messages

18. Hints display

19. Selected enemy target

20. ERS availability icon for the current target – When this icon is visible it means you can press ⊗ in order to use ERS.

21. Lock-on enemy indicator

22. Mission \ Objective PiP display – Here you will receive objective updates and alerts.

23. Objective tracking list – Here you will see the status of current objectives.

24. Objective arrow – Shows you the direction of the objective, if it's not in view.

25. SAM target – Activated, with visible firing range. You can see the cylinder that surrounds it.

26. Equipped weapons and ammo

27. Structural integrity of the plane

28. Flares counter – Shows you how many flares you have left.

29. Next target indicator – Shows which target will become selected by switching target with ⓨ.

TACMAP
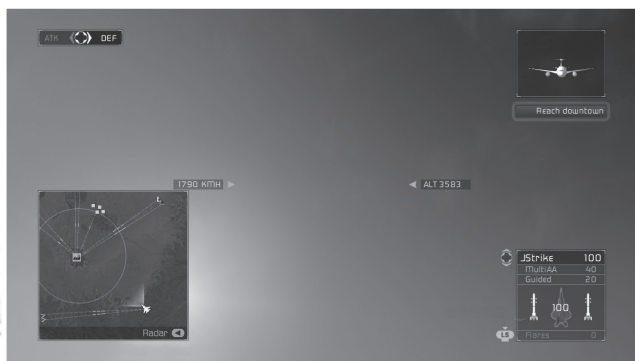
Enhance your tactical awareness by pressing ◀ in order to transform your regular radar into an enlarged view of the battlefield.

The tactical map gives you valuable information about all the important units and objectives present in the conflict area, information that will allow you to prepare your strategy according to the enemy's global movements.

In both modes (radar or tacmap) each unit type is assigned a unique icon surrounded by a specific shape and filled with a specific colour (green-friendly, yellow-enemy, red-current selected target) in order to assist you in evaluating the situation quickly.

Here you can also see the range of some weapon systems, devices or other relevant strategic information.
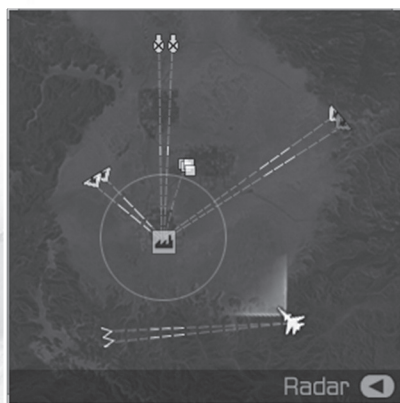
The tactical map also has an automatic zoom feature that will help you focus only on the area where important events are in progress.

IN-GAME MENU

During the game you can access the in-game menu by pressing ![START]. From this page you can adjust game options, restart the mission or load the last checkpoint.

From the in-game menu you can choose your camera in Assistance ON mode: behind airplane, cockpit view or first person.

You'll also find information about the current mission objectives.

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PILOTING ASSISTANCE

Assistance represents an automatic system that provides support to you during flight. It does not fly the plane automatically but prevents you from breaching its physical limits. Assistance can be turned ON or OFF anytime by the player. Each system state has advantages and disadvantages.

WEAPON PACK

A weapon pack can be mounted on the aircraft as a set of weapons in a configuration especially optimised for a type of mission. You will be able to choose a customised weapon pack, instead of mounting weapons individually. For instance, if a mission requires you to attack ground targets, the best option is to choose a weapon pack that contains at least one air-to-ground weapon.

NORMAL VS. EXPERT CONTROLS

Both controls refer only to Assistance OFF mode and affect the response of the plane to your input.

In Normal mode following a target will be easier, since the direction of the plane is assisted. This will help you redirect the plane and head to the desired location by combining the roll, pitch and yaw.

In Expert mode, you must adjust the plane orientation yourself without any assistance.

VOICE COMMANDS

Voice commands can be activated by holding **RB** and **LB** at the same time.

Here is the list of voice commands for the English language version:

Tacmap \ Radar – "RADAR"

Change weapon – "WEAPON" or "CHANGE WEAPON"

Switch targe – "TARGET" or "SWITCH TARGET"

Launch flares – "DECOY"

Activate ERS – "E.R.S."

Fire one missile – "SHOOT"

Order: Attack – "ENGAGE"

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Order: Defend – "COVER"

Fire two missiles – "DOUBLE"

Switch assistance – "ASSISTANCE"

PROMOTION SYSTEM

Experience can be gained by playing campaign missions and multiplayer matches. You will be awarded experience each time you score a kill and when completing an objective during campaign mode. Experience can also be obtained by performing challenges specific to each game mode.

Once you gain enough experience, you will advance to the next rank. Each rank unlocks a new aircraft, a special skin or a new weapon pack for the available planes. The new planes/weapon packs can be used during multiplayer matches or in campaign.

Several planes or weapons are crucial to specific operations during the campaign and are available to use during those missions even if they are not unlocked.

VERSUS

There are two multiplayer connection options in Tom Clancy's H.A.W.X™:

Xbox LIVE – Play online on the global Xbox LIVE network.

System Link – Play on a local network of Xbox 360 consoles.

In the Xbox LIVE menu page three options are present: Ranked Match, Player Match and Leaderboards.

Ranked Match selects games based on the TrueSkill™ rank of the participants, matching players with similar skill levels against each other.

• **Quick Match** – You join a random ranked game.

• **Custom Match** – You can choose several criteria for the type of game you wish to join. If no game on Xbox LIVE matches your parameters, one will be created using your system as the host.

Player Match has no limitations and anyone can join, regardless of experience. Your TrueSkill™ rank is not modified by the performance during a player match.

• **Quick Match** – You join a random unranked game.

• **Custom Match** – This allows filtering through the game list by specifying distinct parameters or hosting a new session.

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Leaderboards show the current rankings and the overall performance of players. Only ranked matches count.

Creating or joining games on System Link is similar to creating or joining player matches on Xbox LIVE; however, the games are available only to players connected by a local area network.

Up to 8 players can compete in the Team Deathmatch adversarial mode.

Team Deathmatch

This is the classic team versus team adversarial mode, where one team tries to gain victory over the other. Each kill is scored, and the round ends when the predetermined time or score limit has been reached.

Specific features are available only in this mode:

Support Elements

These are particular gameplay components available at certain moments; they are designed to provide bonuses to the allied team or to hinder the enemies. You will gain access to them while obtaining points and can bring into play only one of them at a time. This can be done by using the Support Weapons element on the HUD.

Examples of support elements:

• **EMP strike:** Has an offensive role, forcing the enemy players to stall for a few seconds.

• **AWACS support:** Improves the range and effectiveness of the missiles and rockets of all players in the team.

• **Missile restriction:** Forces the opponents to use only the unguided weapons for a period of time.

• **Repair:** Has a defensive role, spawning small drones near each allied player that slowly repair the damage to the planes. Each drone can be targeted and destroyed by the opposition.

• **Jamming:** Obstructs the targeting systems of the enemy players, making it harder for them to lock on targets.

• **Cannon upgrade:** Increases cannon damage and range for all team members.

• **Radar suppression:** Camouflages the team members, making them invisible to the enemy tracking systems.

Requests

You can issue requests to the other members of your team using the request command. After you have issued a request, a confirmation message is shown to all the team members, allowing them to quickly accept or deny.

If nobody confirms the request in a short time, the request is automatically removed.

If you accept a request and accomplish it, you will receive extra points.

Attack My Target

This is a request for help with your current target sent to other team members. If another player accepts the request, he will have the new target selected automatically.

This method can be useful for pinpointing high-priority opponents.

Defend Me

If you feel threatened, you can request aid with your attackers. The player that accepts the request will have the target switched to the enemy that poses the highest threat to the member requesting assistance.

Streaks

You are rewarded for earning points without dying. The increase in score is calculated based on the streak modifier. As long as you continue to perform well without being shot down, the streak counter will rise.

Team Ace

The player with the highest streak is considered the ace in his team.

When a player becomes a team's ace, this is announced to all players. Also, he will be shown on radar and HUD.

When shot down, an ace is worth more points than a regular enemy. The score gained for killing the other team's ace is based on his streak rating.

Match Leader

The match leader is the player with the most points on the team that is currently ahead. He is worth double points when killed.

Weapon Selection

Before starting a match, you have the possibility to choose the weapon pack you want to use during the match. This can also be performed after being shot down, before respawning.

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AIRCRAFT

The important characteristics of any aircraft in Tom Clancy's H.A.W.X™ can be observed in the plane selection menu.

The overall performance of each plane versus air targets or ground targets is represented as stars. This information takes into account the attributes and ordnance specific to each aircraft. A higher number of stars means better performance.

The important parameters are represented visually as bars. A longer bar indicates higher values for that parameter.

Speed – maximum speed.

Handling – overall agility based on combined pitch, roll and yaw performance.

Armour – the durability of the plane, representing its ability to survive direct hits.

Each plane can have a number of attributes. These illustrate the advantages or disadvantages of that specific aircraft in various categories.
No specific details means that the plane has conventional behaviour/equipment in that domain.

Payload – Describes the ammo carried by the plane; can be low or high.

Avionics – Shows the area of expertise of the aircraft:

- **Air to air specialist –** Locks faster on air targets;
- **Air to ground specialist –** Locks faster on ground targets;
- **Versatile –** Locks on both air and ground targets with the same speed; not as fast as the specialised planes, but faster than planes with no avionics perk;

Stall-entry – Shows how fast a plane will stall; a stable plane will enter the stall regime less easily than a normal aircraft, whereas an unstable plane is susceptible to stalling while performing even standard manoeuvres.

Stall-recovery – Shows how much time it takes for a plane to regain stability after stalling; an aircraft with fast recovery exits stall quickly while a slow-recovery aircraft has much more difficulty regaining lift.

Handling – Describes the capabilities of the aircraft for performing advanced flight manoeuvres:

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- **High angle of attack –** The plane can reach high AOA due to the aerodynamic design of the fuselage and wings alone.

- **Thrust vectoring –** Allows the aircraft to perform manoeuvres not available on aircraft with conventional engines by directing the thrust from the engines in a direction other than parallel to the plane's direction.

Cannon – Shows if the plane is armed with a weapon other than the default single cannon:

- **Double cannon –** The plane has a double rate of fire.

- **Super cannon –** The aircraft has devastating firepower.

Stealth – It is harder for enemies to acquire a lock on planes that have the stealth perk.

Electronic warfare – Planes capable of electronic warfare have access to electronic weapons otherwise unavailable.
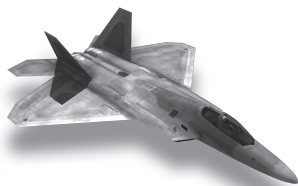
PLANES
F-16 Fighting Falcon

Multi-role fighter aircraft
4th-generation fighter

OVERVIEW

Both fighter pilots and military planners value the F-16's range and its ability to fly farther or loiter longer with significant payload.

F-22 Raptor

**Multi-role fighter aircraft
5th-generation fighter**

OVERVIEW

The F-22 Raptor is capable of
simultaneously conducting air-to-air
and air-to-ground combat missions
with near impunity. This is accomplished
with a new standard of survivability
even while facing large numbers of
sophisticated airborne and ground-based threats. The F-22's unique
combination of advanced stealth, supercruise, manoeuvrability and integrated
avionics offers it the power to dominate the battlefield.

Dassault Rafale C

**Multi-role fighter aircraft
5th-generation fighter**

OVERVIEW

The Rafale is a low-observable multi-role
twin-engine combat aircraft capable of
carrying out a wide range of short-
and long-range missions, including
air-to-ground attack, air defence and
air superiority, reconnaissance, anti-shipping and high-accuracy strike.

FA-18E Super Hornet

**Multi-role fighter aircraft
4th-generation fighter**

OVERVIEW

The F/A-18E/F Super Hornet is a combat-
proven strike fighter with built-in
versatility. The Super Hornet's suite
of integrated and networked systems
provides enhanced interoperability,
with total force support for the combat
commander and for the troops
on the ground.

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Eurofighter Typhoon

Multi-role fighter aircraft
5th-generation fighter

OVERVIEW

The Eurofighter Typhoon is a highly agile Air Superiority and Air-to-Surface, multi-role/swing-role weapon system, making it one of the most capable front line fighters available. Swing-role means that one aircraft can perform a number of different roles, all carried out with ease and precision during one sortie – i.e. it can defend itself with air-to-air weapons while performing an attack against a ground target.

Saab-39 Gripen

Multi-role fighter aircraft
5th-generation fighter

OVERVIEW

The Gripen is a new generation, multi-role fighter aircraft that uses state-of-the-art technology.
It is capable of performing an extensive range of air-to-air, air-to-surface and reconnaissance missions employing a wide range of modern weapons.

In the same class as other new generation fighters, the Gripen differentiates itself through a proven track record of integrity and sustainability.

AV-8B Harrier II

Multi-role fighter aircraft
4th-generation fighter

OVERVIEW

The AV-8B Harrier II Plus is a multi-mission, short-takeoff vertical landing (STOVL) tactical strike aircraft. Because of its short-to-vertical takeoff and landing characteristics, it possesses flexibility

that is unmatched by other fixed-wing aircraft. Furthermore, it supports a broad selection of air-to-air and air-to-surface weapon systems and third-generation technologies that address diverse tactical scenarios.

F-117 Nighthawk

Stealth ground attack aircraft
4th-generation fighter

OVERVIEW

The F-117 Nighthawk, developed in total secrecy, was the first operational platform to employ what is known today as "stealth." Its startling, unconventional shape clearly signified the arrival of a new era in fighter performance with low-observable technology.

F-14D SuperTomcat

Multi-role fighter aircraft
4th-generation fighter

OVERVIEW

The F-14 Tomcat is a supersonic, twin-engine, variable sweep wing, two-seat fighter designed to attack and destroy enemy aircraft at night and in all weather conditions. The F-14 can track up to 24 targets simultaneously with its advanced weapons control system.

The variable sweep wing and almost upright tail fins of the F-14 give the aircraft its distinctive appearance. The wings are set at 20° for take-off, loitering and landing, and automatically change to a maximum sweep of 68°, which reduces drag for high subsonic to supersonic speeds. They are swept at 75° for aircraft carrier stowage.

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SAAB **GRIPEN**
The Wings of Your Nation

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Tom Clancy's H.A.W.X™

Proof-of-Purchase

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Our 24-hour automated telephone service is available on 0871 664 1000. The Live service option is available from 11am until 8pm, Mon-Fri (excluding bank holidays).
Please make sure you are in front of your pc when calling our support team to enable us to troubleshoot your query for you.

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