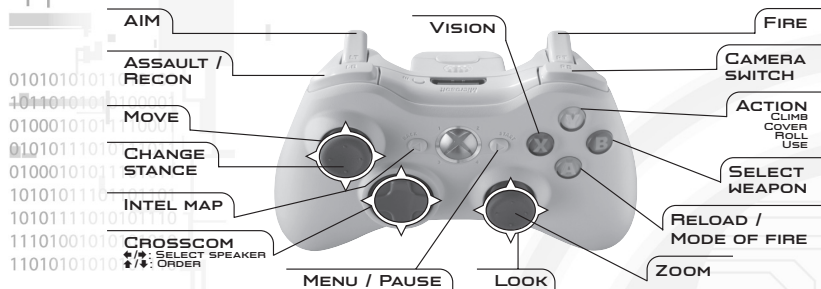


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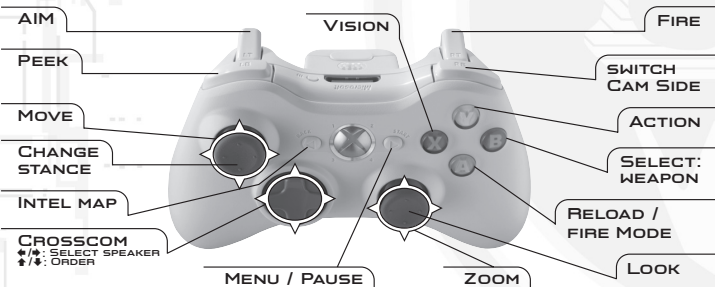
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GAME CONTROLS

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



MULTIPLAYER CONTROLS



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.

MENU SCREENS

Profile Creation and Selection

Your profile contains your gameplay history, a record of your statistics, your multiplayer rank and the way you appear in multiplayer games. You can have multiple profiles on an Xbox 360 system, but only one can be active at a time. The active profile will record your progress through the game as you play. On the profile screen, the following options are available:

- **Creating a profile:** Choosing Create Profile will display the Profile Naming screen. The first step is to name your profile. Use the left thumbstick to select letters on the circular keyboard and press the **A** button to accept each character. Use the left and right triggers to switch between letter and number characters. When you are satisfied with your profile, release the left thumbstick and the word "Accept" will appear. Press the **A** button to accept the profile name. Once the profile has been named, the Appearance screen will be displayed. Use the left thumbstick to choose your multiplayer appearance. This is how your character will be seen when playing multiplayer games. As you select different appearances, the highlighted character will be displayed in the window on the right-hand side of the screen. Once you are satisfied with the appearance you have selected, press the **A** button to accept your choice.
- **Selecting a profile:** Once profiles have been created they will be selectable from the Profile menu. Use the left thumbstick to highlight the profile you wish to use and press the **A** button to confirm and activate your selection.
- **Editing a profile:** Once a profile has been created you can edit the contents by highlighting it in the Profile menu and pressing the **X** button.
- **Deleting a profile:** To delete a profile, select the profile you wish to delete with the left thumbstick and press the **Y** button. You will be asked to confirm the deletion. Press the **A** button to confirm and the **B** button to cancel the deletion process.

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.
- **Adversarial:** Use this option to enter the Adversarial Menu.
- **Live:** Use this option to enter the Live Menu, from which you can play through the Xbox Live®.
- **Options:** Adjust sound, video and controls.
- **Credits:** See who created this game.

Campaign Menu

- **New Game:** Start a new campaign. Before the game starts, you must choose your difficulty level.
- **Training:** Play a tutorial level that will teach you the basic gameplay concepts and controls of Ghost Recon Advance Warfighter.
- **Load Game:** Use this option to load a previous Mexico City Solo Campaign save.
- **Hints & Tips:** Use this option to browse through numerous Hints & Tips that will help you deepen your knowledge of Ghost Recon Advanced Warfighter gameplay.
- **Missions:** Quick-replay the missions you've already accomplished in the Mexico City offline Solo campaign.
- **Statistics:** Use this option to consult the best score you've performed by playing the Missions on "Campaign" or on "Mission" Mode.

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 team-mates and support, and give them orders.

- The main window displays the selected ally's status (support or team-mate) 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.

2→Cross-Com: Downlink Channel

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

3→Support Health Indicator

This represents the selected support's health status (support or team-mate), ranging from green to red. When the box turns grey, the support is incapacitated.

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

4→Scott's Health Indicator

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

5→Stance Indicator

This 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 team-mate or a tank to strike a particular enemy vehicle.

8→Aiming Reticle

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

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-Corn 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-Corn identifies Scott Mitchell as the hub of all connected U.S. devices. All 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 colour 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).

PLAYING THE GAME

Movements

The left bumper will move Scott in any direction and at any speed. You can also use the right bumper to look around in order to explore your environment and, most important, 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 handling 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.


Roll (Contextual Action)

When in prone stance, move left or right and press the  button when the icon [sk10] 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 team-mates.


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.





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  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.

Hand-held Weapon Menu

- **Quickly press the  button:** Reload the weapon.
- **Hold the  button:** Open the Weapon menu. Use the D-pad  to browse. This menu contains Fire Rate, Fire Mode, 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  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!

Taking Cover

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

Moving 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.

Peeking Around Corners

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

Exiting Cover, Shooting and Returning to Cover

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

Turning 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.

Exiting Cover

To exit cover:

- Press the B 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.

THE CROSS-COM SYSTEM

Giving Orders

The Cross-Cor device is the Advanced Warfighter's virtual Command Centre. Each support connected to Scott Mitchell has a Cross-Cor 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 support at the same time.
- 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 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 behaviour 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 colour changing from blue to red.

Tactical Map

Scott can consult a tactical map downloaded and updated in real time from the Command Centre. 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.

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 colour 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-Corn 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.

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 effect 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 parameters (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 customise 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 A.I.

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 set of rules 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.