XBOX 360

LIVE

# F.E.A.R. 2

## PROJECT ORIGIN™

MATURE 17+

M

CONTENT RATED BY ESRB

MONOLITH

WB GAMES

**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.

**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 screen; use a smaller 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.

**ESRB Game Ratings**

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.

For more information, visit **www.ESRB.org**


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# SITUATION REPORT

Armacham Technology Corporation, a private aerospace company, has been linked to suspicious events in Fairport's industrial district, Auburn. Genevieve Aristide, the current president of Armacham, may have vital information related to these events and to Armacham's "Origin" research facility.

You are Sgt. Michael Becket, recently assigned to a hand-picked elite military squad that was originally destined to assist with a SFOD-D mission in Auburn.

Your team was redirected at the last moment and given a new mission by CentCom: collect Aristide from her private residence and take her into protective custody.

You will also be gathering as much additional intelligence on the situation as possible, because it's becoming clear that things at Armacham aren't all they seem...

# 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.**

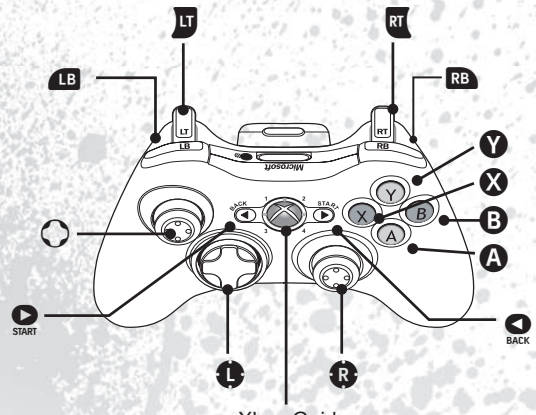
## FAMILY SETTINGS

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.**



# DEFAULT CONTROLS




| | |
|---|---|
| Run / Sprint (with Sprint Bar available) | L / L |
| Look / Crouch | R / R |
| Arsenal select | LB |
| Grenade (hold to cook) | RB |
| Aim mode | LT |
| Fire | RT |
| Reflex / (MP) Map-Radar toggle | Y |
| Melee | B |
| Jump | A |
| Interact / Reload | X |
| Flashlight | ⬡ |
| Use medkit | ⬡ |
| Next grenade / weapon | ⬡ / ⬡ |
| PDA / (MP) Scoreboard | BACK |
| Pause | START |

# MAIN MENU

## START

**SINGLE PLAYER:** Start a new single player game.

**MISSION SELECT:** Replay any previously completed levels.

**Xbox LIVE:** Host or join a Multiplayer game on the Internet and view leaderboards.

**SYSTEM LINK:** Host or join a local network Multiplayer game. More than one Xbox 360 console must be connected to use this feature.



## CONTINUE FROM LAST SAVE POINT

This launches your last checkpoint save. This allows you to continue progress in a previous game. **F.E.A.R. 2: Project Origin** will automatically save your progress at checkpoints throughout the game. Any time your character dies, or when you quit and resume play, your game will begin at the last achieved checkpoint.

## OPTIONS

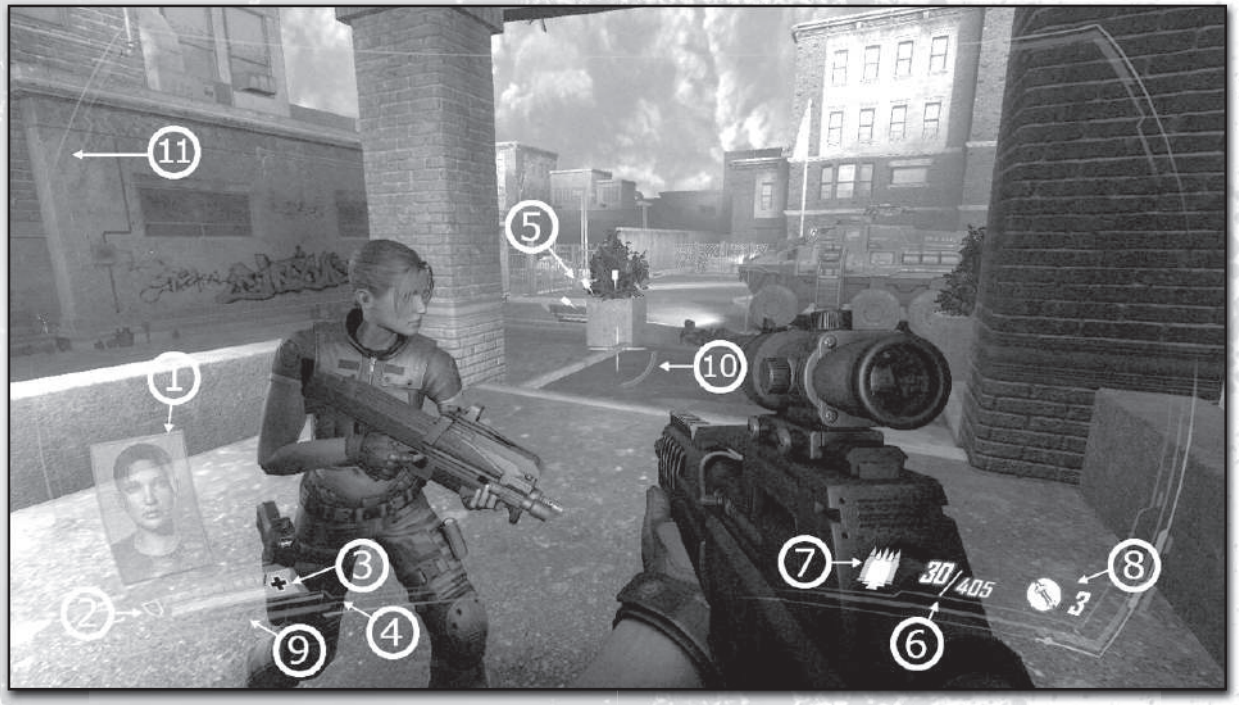
This takes you to the Options Menu, which allows you to modify game elements including sound volume, video brightness, gameplay options and save location settings. You can also access many of the options from the in-game Pause Menu.

## ACHIEVEMENTS

Displays the Achievements you have unlocked for **F.E.A.R. 2: Project Origin.**

# YOUR HUD (HEADS-UP DISPLAY)

Your team is equipped with state-of-the-art Armacham prototype visor displays that allow hands-free communication and status monitoring, in addition to affording protection for the eyes.




① INCOMING TRANSMISSION INDICATOR
② ARMOR MONITOR
③ HEALTH MONITOR
④ MEDKIT
⑤ GRENADE COOK METER
⑥ AMMO/MAX CAPACITY METER
⑦ FIRE RATE INDICATOR
⑧ GRENADES
⑨ SPRINT BAR
⑩ REFLEX METER
⑪ DAMAGE INDICATOR

① **INCOMING TRANSMISSION INDICATOR:** Your teammates' radios broadcast an identification code at the start of each message. This indicator allows you to quickly identify who is speaking.

② **ARMOR MONITOR:** Displays how much body armor is currently protecting you.

③ **HEALTH MONITOR:** Shows how severely you are injured based on readings of your vital signs. When this monitor begins to turn red, you are close to death. You can treat your own injuries using medical injectors and medkits.

④ **MEDKIT:** Notes how many medkits you are currently carrying.

⑤ **GRENADE COOK METER:** When you press and hold RB with a grenade equipped, you will prepare to throw, and a timer begins. This meter indicates how long you have until the grenade detonates. You can release the control to throw the grenade immediately, or choose to "cook" it in your hand, timing your actual throw to gain maximum effect from the explosion.

⑥ **AMMO/MAX CAPACITY METER:** This set of numbers indicates your current weapon's number of loaded rounds vs. the number of rounds in your inventory. This allows you to keep track of how much ammunition you have available for your weapons of choice.

⑦ **FIRE RATE INDICATOR:** Shows the currently selected fire rate. Some weapons can be modified from automatic to single-shot or three-round bursts.

⑧ **GRENADES:** This number indicates how many grenades you have available of your currently equipped type. You can only equip one type of grenade at a time.



⑨ **SPRINT BAR:** Measures your stamina. When the bar runs out, you can no longer sprint and must move normally for a time to catch your breath.

⑩ **REFLEX METER:** Your visor will monitor the status of your heightened reflexes, telling you how long you can sustain the Slow-Mo ability before needing to rest. You can increase the amount of time you can stay in this mode by collecting Reflex Injectors.

⑪ **DAMAGE INDICATOR:** These red arcs indicate from what direction you are taking damage.

# YOUR ARSENAL

## WEAPONS

Your team is on a relatively straightforward interception and detainment mission, so you'll start your mission with a standard-issue pistol and sub-machinegun. Per military protocol, as events require, you can procure additional weapons and/or ammo from fallen enemies and their abandoned caches.

### ANDRA FD-99

The Andra FD-99 is a lightweight, selective fire submachine gun (**SMG**) that is ideal for close-quarters combat.

### SEEGERT ACM46

The Seegert ACM46 9mm is a recoil-operated, locked breech semi-automatic **pistol**. It is reasonably accurate and has commendable stopping power but limited effective range.

## ARSENAL SELECTION

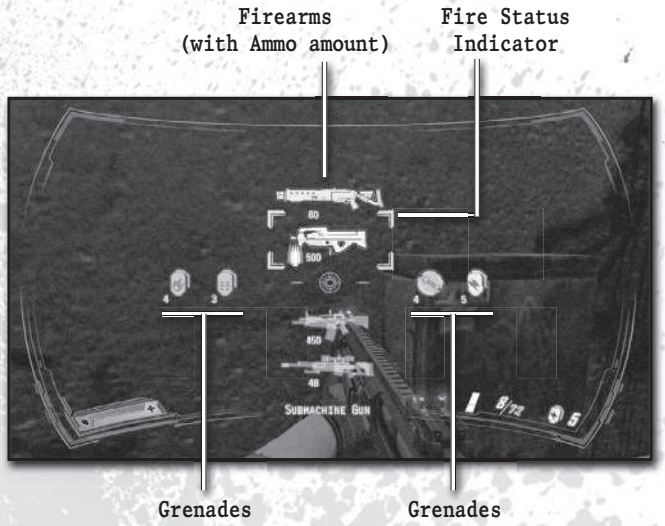
To choose a weapon from your inventory, hold down LB. This will bring up a menu that shows what firearms you currently possess (top and bottom), the amount of ammunition they have, and what grenades you are carrying (left and right).

TO HIGHLIGHT DIFFERENT WEAPONS: Use R.

TO EQUIP A WEAPON: Highlight the weapon and release LB.

TO CHANGE A WEAPON'S FIRING RATE: Some weapons can be modified from automatic to single-shot or three-round bursts. Highlight a weapon and press R or R to cycle through firing modes.






TO QUICKLY REVERT TO YOUR PREVIOUSLY EQUIPPED WEAPON: While in-game, tap LB.

NOTE: You can carry up to four weapons, five of each regular grenade type, and four proximity mines, at one time in Single Player mode.

## WEAPON STATISTICS

Since you can only carry four weapons at a time (and only two in Multiplayer), you'll want to manage your arsenal carefully. When you have a full arsenal and encounter a new firearm, you'll be asked if you would like to **SWAP WEAPONS**. If you would like to pick up the new weapon, first use LB to equip the weapon that you'd like to discard from your inventory, and then make the swap.

You can find more details on the weapons you encounter and their relative strengths and weaknesses in your PDA's DataNet, so you can make an informed choice. For example, the Assault Rifle and the Combat Shotgun are both powerful weapons, but one may be more useful than the other in certain circumstances.

# HAND-TO-HAND COMBAT

In some situations firepower won't help you, and you'll have to rely on your close-combat skills instead. Luckily your training has prepared you for these eventualities.

**TO DELIVER A POWERFUL PUNCH, OR STRIKE WITH THE BUTT OF YOUR GUN,** press **B**.

**TO EXECUTE A ROUNDHOUSE KICK,** jump (**A**) in place and press **B**.

**TO EXECUTE A JUMPING KICK,** jump while running toward your enemy and press **B**.

**TO PERFORM A MOMENTUM-CHARGED SLIDE KICK,** sprint (**L**) toward an enemy and press **B**.



# REFLEXES

You will acquire finely attuned reflexes that allow you to enter a kind of "slow motion" state, giving you an extreme tactical advantage when facing multiple foes.

While using these reflexes, you can see the path that bullets travel, you can aim and fire far more quickly than your enemies, and you have the capacity to take out several adversaries before they are aware of your movements.

It is draining to keep this going for extended periods, but as long as you have the energy remaining, you can enter and exit your Slow-Mo state at will by using **Y**.

You can also extend your energy reserves by collecting Reflex Injectors.

# ENVIRONMENT INTERACTION

As any good soldier knows, half the battle is won if the terrain is with you. When good cover is scarce, look around for the **USE** indicator (**X**) to see what nearby items can be moved to help create a more favorable position. Movable objects can include shelves, furniture and car doors, among other things.

Also, look for places where you might be able to shift items out of doorways to gain passage, and search out computers left in a hurry that can help you unlock doors.

Keep in mind that enemies will sometimes use the environment against you as well. Take special note of volatile objects such as fire extinguishers, yellow electrical boxes, and gas cans. Shooting these when enemies are near them can catch the enemies in a powerful blast, but be wary of standing near volatile objects yourself!

# GEAR

Beyond weapons and ammunition, you can obtain a variety of other useful items from enemies and the world around you. These items will help keep you functioning in top condition.

## ARMOR VEST

Pick up armor vests to repair your own when it gets damaged. Armor protects you from damage by small arms fire, but armor-penetrating weapons and explosions will burn through it quickly.

## MEDICAL INJECTOR

Red medical injectors are used immediately when collected (if you are at full health, they will not be picked up). They restore a small amount of your health.

## MEDKIT

You can collect and store up to three medkits for later use. To use a carried medkit, press . Medkits restore your health fully, but aren't easy to find, so save them for serious emergencies.

## REFLEX INJECTOR

Green reflex injectors permanently increase the amount of time you can use your Slow-Mo ability. These items are rare and usually found in out-of-the-way places.

## AMMO CACHE (MULTIPLAYER ONLY)

Ammo caches are generally located near team bases. These objects refill your ammo and armor when you stand near them.

**NOTE:** On encountering an item, you will normally be able to pick it up by pressing ⊗ or moving over it. However, if you are already carrying the maximum amount of that item (medkits, armor, ammunition, or grenades) you will receive the message **FULL**, and you will not be able to pick up the item.

If you encounter a weapon you are not already carrying, and you are already carrying the maximum number of weapons allowed, you will be asked if you want to swap weapons.

# YOUR PDA
## (PERSONAL DATA ASSISTANT)

Your PDA is an automatic system hooked into your visor that helps you collect information and transmit it back to your team. All relevant mission information is maintained here, as well as logs of any intelligence you may obtain while in the field. You can review this information at any time by pressing BACK.

### OBJECTIVES

This tab contains a listing of all current mission objectives and their status. Pending objectives will have a hollow bullet point. Completed objectives will be filled in.

### DATANET

Your DataNet is an archive of all the intelligence you have gathered in the field.

**ARSENAL ITEMS:** Contain detailed information and statistics on all weapons you encounter.

**TUTORIALS:** Your HUD logs special actions and how you accomplished them in the Tutorial section. If you need a reminder on how to do something, this is the first place you should look.

**INTEL:** Tracks all correspondence and potentially relevant information you collect from locations you explore. Intel items are found in the world by interacting with blue computers discs, folders, and books.

# MULTIPLAYER

## SESSION TYPES

*Xbox*

**PLAYER MATCH:** A Multiplayer game where you do not accumulate experience and are not ranked. You can jump into a quick match, search for specific game types using custom parameters, or host your own game. Scores achieved in Unranked Play will not affect the leaderboards.

**RANKED MATCH:** Ranked Matches are Multiplayer games where experience and rank are tracked. Unlike in Player Matches, you cannot customize the default game options.

**LEADERBOARDS:** Compare and view your ranked Multiplayer stats with other **F.E.A.R. 2: Project Origin** players.

*SYSTEM LINK*

Play a Multiplayer game with friends via your local network. Local network play allows you to host or join a game. Local games are not ranked, so scores accumulated during local play do not affect your standings on the leaderboards.

**HOSTING A GAME:** When you choose to host a game, you will be given a short list of options prior to launching the server. These options include: Game Mode (see page 22), Number of Players, and sometimes Private Slots (invitation only). You cannot change these options once the game has been created, so make sure everything is correct before you select **LAUNCH.**



## GAME LOBBY

The Game Lobby menu appears when you join or host a Multiplayer match that has not yet begun.

When in the lobby, you can view and alter various settings (listed below). You can also hide the lobby options and view details about players in the room by pressing X.

To indicate your ready status (or to launch the game if hosting), press Y. You can modify menu options up to the time you indicate you're ready to begin the game:

**SWAP TEAMS:** Select to play on either the ATC or Replica teams (if space is available).

**CHOOSE LOADOUT:** Customize the weapons and gear you enter the match with.

**HOST OPTIONS:** All players can view the settings, but only the Host can change them. In a Ranked Match, the default settings are automatically locked.

**MAPS:** Choose from the available maps for this game mode. The layout of mission-specific features changes between maps and modes. All players can view the selected map, but only the Host can change it.

**OPTIONS:** Modify the standard local game settings here. This will affect your game only.

**LEAVE GAME:** Abandon your current game and return to the Main Menu.

## GAME MODES

**DEATHMATCH:** The most basic Multiplayer mode. Kill everyone who crosses your path. Scores and rankings are determined by kills minus suicides.

**TEAM DEATHMATCH:** A variation of Deathmatch where players are divided into two teams. Friendly fire is optional.

**CONTROL:** A team-based "capture and defend" mode with three control points. Capturing and holding control points accumulates points toward the team score.

**ARMORED FRONT:** A different take on Control mode. Players must capture control points in sequence to conquer and win the game. If neither side manages to capture all points before the round is over, then the team with the most control points owned at the end wins. To add to the mayhem, each team controls one EPA (Elite Powered Armor).

**FAILSAFE:** A team-based mode where one team attempts to plant and detonate a bomb, while the other team tries to defuse or otherwise keep the bomb from being detonated. Scores and rankings are determined by success or failure of team goals.

**BLITZ:** Another team-based mode, Blitz tasks one team with stealing PHLAGs (PHosphoLuminescent AGent) from the opposing team's base and returning them to their own. Scores and rankings are determined by which team has the most points at the end of a game. A game consists of two rounds; each team spends one round attacking, and one round defending.



## LOADOUTS

Loadouts are preset configurations of weapons and gear that you will have equipped in Multiplayer games. To select one, do so by selecting **CHOOSE LOADOUT** from the game lobby either before or during the game.

There are three basic character model templates designed to appeal to different play styles. You can customize any of these to your own preferences through a point-allocation system. You will be able to trade for different items based on their point-worth by "purchasing" additional weapons and armor while "trading" others in.

## MAPS

During Multiplayer games, you can bring up a visualization of the current map you're playing. A variety of icons will appear in your map to show you where targets are located, where your teammates are, where your team can pick up ammunition refills, and so on.

Brief descriptions of the map icons are listed below:

Your POSITION on the map.

One of your TEAMMATES.

Your teammate when carrying a PHLAG (Blitz games only.)

ENEMY player.

AMMO REFILL station.

CONTROL POINT icon (blue = neutral; green=friendly; red=enemy). (Control and Armored Front games only.)

PHLAG CAPTURE POINT (green = ally; red = enemy). (Blitz games only.)

EPA icon (blue-gray = empty; green = ally occupied; red = enemy occupied). (Armored Front games only.)

TURRET icon (blue-gray = empty; green = ally occupied; red = enemy occupied). (Armored Front games only.)

BOMB location (green = ally; red = enemy). (Failsafe games only.)

# RANK AND XP

As you play Ranked Matches in **F.E.A.R. 2: Project Origin**, you earn experience points. As you gain experience, your rank increases, unlocking Achievements. You also earn insignias to represent your impressive **F.E.A.R. 2: Project Origin** fighting skills to other players while online.

# CREDITS

To see a list of credits of those who brought you this game, please go to **www.whatisfear.com**

# NOTES

# NOTES

Alma wants you

Join the award winning development team at Monolith.

www.lith.com/jobs

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