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XBOX 360

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ENEMY TERRITORY QUAKE WARS



splash damage-nerve



⚠ 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.

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GAME CONTROLS

XBOX 360® CONTROLLER



PLAYER

L	Player Movement	Y	Enter/Exit Vehicle/ Mount Weapon
R	Camera Movement	B	Crouch
LB	Cycle Equipment	X	Reload
LT	Aim/Alt Fire	A	Jump
RB	Cycle Weapons/Grenades	Start	Pause Menu
RT	Shoot (Primary Selector)/ Throw Grenade/ Plant Mine	Back	Class Change Menu Screen
Up	Quick Chat	Click R	Zoom with sniper rifle and railgun

GROUND VEHICLES

L	Movement
R	Camera/Move Weapon
LT	Boost/Shield (Hog)/Jump (Icarus)
X	Change Seats
Click R	Decoy
RB	Switch Weapon
RT	Fire
Up	Quick Chat
Y	Enter/Exit Vehicle
B	Enter Siege Mode (Desecrator and Cyclops)
A	Stomp (Cyclops)/Hand Brake

AIRCRAFT

	Pitch/Yaw
	Up/Down/Turn Right/Turn Left
	Boost
	Switch Seat
Click 	Decoy
	Switch Weapon
	Fire
	Quick Chat
	Enter/Exit/Eject Vehicle

OVERVIEW

Ready to join the war? You're only a few short steps from enlisting with Earth's Global Defense Force or the invading alien Strogg in an all-out battle for Earth. This manual is intended to assist you with the critical steps required to get you into battle. Once you are playing the game, you'll hear and see a number of instructions and tips on how to do everything you need to join and help a team. The game will remember what you have and haven't done and will always provide helpful instructions when you first encounter an unfamiliar situation—so listen carefully.

MISSION CRITICAL

Welcome to *Enemy Territory: QUAKE Wars*.™ The basic rules of the game are simple. In *Enemy Territory*, one team assaults while the other defends. Each battlefield is divided into three to four key missions or Primary Objectives. To win the game, the attacking team must complete all of the Primary Objectives within the defined time limit. The defending team must stop them.

Primary Objectives are identified by green diamond icons. They will also be highlighted in-game, in bright green. Some Primary Objectives require a specific device or tool that is only carried by one character class (see Step 8: Completing Objectives section for more detail). When an objective is accomplished, the team

takes control of the territory around that objective, identified by green boundary lines on the map. Teams can deploy battlefield support assets such as fire support, turrets and reinforcements in any territory it controls. Once the attacking team gains a territory, it cannot be retaken.

Once inside a game, important controls to remember are:

 **button) Change Class Menu** – Press the  button to enter the Change Class Menu. Select your team, character class, spawn point and weapon.

 **button) Enter Vehicle/Mount Weapon** – Approach a vehicle or weapon emplacement until the button prompt appears. Then press the  button.

 **button) USE** – The Use key is context sensitive and will automatically equip the correct tool for you. If you can use a tool on a target, approach it until the Button Icon appears and then hold the  button.

When you are ready to start playing, go through the manual and take it step by step, from setting up your character to learning how to gain rank and advance your abilities in a campaign. *Enemy Territory* offers tons of tips during gameplay. Take the time to experiment with the various character classes, tools and devices. Destroying the enemy is always useful.

BASIC GUIDE TO GETTING STARTED

Now that you understand the mission critical information, below is a step-by-step guide for making it through the game.

STEP 1: MAIN MENU

After starting the game, the first menu you will see is the Main Menu.

Campaign – Four campaigns: Africa, North America, Northern Europe and the Pacific. Each campaign is comprised of three maps played in succession.

Instant Action – Play an offline game against computer-controlled players. The screen that appears next allows you to create your own game, add bots and adjust their skill level. No Xbox LIVE connection is required.

Training Mode – Follow a guide around in single player as he teaches you what to do.

System Link – To play against other players, both human and computer, on a local area network, select **System Link**. From this selection, you will be given the choice to join an existing match or create a new one for other players to join.

Xbox LIVE® – To play against people from all around the world, select **Xbox LIVE**.

Options – From this menu selection, you will be able to adjust your audio, video, game settings and controller settings.

STEP 2: SETTING UP YOUR CONTROLS

To change your controls, from the Main Menu, go to **Options** and then **Controller Settings**. The default controls are similar to other games you have played.

USE (X button) – The USE button is context-sensitive. It will USE tools. Different classes have different tools. For example, the Medic can revive dying teammates with his Defibrillator tool. Walk toward and look at the target until a USE icon appears. Press and hold **USE** (X button) to ready the tool and perform the required action. The action will be complete when the timer circle around the crosshair is full.

Press the X button to change seating positions inside a vehicle. The X button also activates your parachute (GDF) or air brake (Strogg). LB allows you to aim down the sights, and with certain weapons you can zoom in further by pushing in on the right stick. LB allows you to cycle through deployables and tools.

Change Class (D button) – Press the D button to enter the Change Class Menu. Select your team, character class, spawn point and weapons, as well as review the command map and objectives.

Enter Vehicle (Y button) – To enter or exit a vehicle and mount an emplaced GDF machinegun, press **Enter Vehicle** (Y button).

STEP 3: LOG IN TO XBOX LIVE

XBOX LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE. Build your profile (your gamer card). Chat with your friends. Download content through the 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 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. For more information, go to www.xbox.com/familysettings.

STEP 4: JOINING A GAME

After signing into Xbox LIVE, you will be placed in the Xbox LIVE Party Lobby. Within this menu you can set up the party and match options for the game you are about to enter. The different Match Options that you can change are Network, Match Type, Game Type, Map, Max Players and Bots. You can also customize the Party Options by changing the party type or party count.

After selecting all of your settings, go to Search for Match at the bottom of the screen. By choosing **Search for Match** you will be put directly into a game.

You will also notice three different game types.

Objective – A one map battle.

Campaign – Three maps played in succession.

Stopwatch – Teams alternate between attacking and defending and compete to beat the other's time.



STEP 5: ENTERING THE BATTLE

After the map has loaded, you will be placed in a countdown, as the class that is needed to complete the 1st objective. This can be changed by pressing the  button.

Your spawn point is selected by cycling through a menu in the Change Class screen. By default, you will deploy at the furthest advanced team spawn point. There are, however, other spawn point locations that you can cycle through, which will update on the command map. Select any green flagpole to deploy at that location.

STEP 6: CHOOSING YOUR CHARACTER CLASS

To win the game, the attacking team must complete all the Primary Objectives within the time limit. A Primary Objective is identified by a green diamond on the map. They will also be highlighted in-game in bright green. Most Primary Objectives require a specific character class to complete them. However, having a good mix of combat and support classes is vital. Below is a basic list of the character classes and their abilities.

Class Icon	GDF	Strogg	Play Style & Basic Unique Abilities
	Soldier	Aggressor	Aggressive and guns-blazing. Uses heavy weapons and explosive charges.
	Medic	Technician	Supportive and selfless. Dispenses health/Stroyent and revives fallen teammates.
	Engineer	Construction	Defensive and strategic. Deploys defensive turrets, constructs and repairs, plants mines, disarms explosive charges.
	Field Ops	Opressor	Strategic and Supportive. Deploys artillery and missile systems, "paints" enemy positions for attack, calls in air and orbital strikes.
	Covert Ops	Infiltrator	Stealthy. Sniper. Hacks, uses remote viewing equipment, deploys radar and steals identities.

STEP 7: LEARNING THE INTERFACE



1. **Command Map** – Top-down view of battlefield. Press  on the directional pad to zoom in.
2. **Mission Status** – Includes current objective number, status and mission time remaining.
3. **Weapon Selection** – Select weapon to equip.
4. **Compass** – The compass has the symbol of the primary objective and distance.
5. **Weapon Status** – Selected weapon, ammo and available Mines (Engineer/Constructor only).
6. **Experience Status** – Rank and experience points (XP) earned.
7. **Deployable and Tool Selection** – Select the deployable to use.
8. **Deployable Status** – Type, health, fire status of deployable you have on the battlefield.
9. **Player Status** – Health and class.

COMMAND MAP ICONS

Green indicates friendly. Red is hostile.

	Infantry		Spawn Point
	Vehicle		Supply Drop Location
	Radar Deployable		Mine Location
	Defensive Turret Deployable		Incoming Fire Support Target
	Stroyent Requested		Offensive Artillery
	Revive Requested		Pickup Requested
	Ammo Requested		Driver/Pilot Requested
	Health Requested		Passenger Requested
	Eliminate Spawnhost		Gunner Requested
			Eliminate Target

STEP 8: COMPLETING OBJECTIVES

To win the game, the attacking team must overcome the defending team to complete all the Primary Objectives within the time limit. A Primary Objective is indicated by a bright green diamond icon floating above it, on the top right of your screen, under the compass/map.

Each class has a unique tool; for example, the Soldier has explosives and the Engineer has pliers. Most objectives require the use of this class-specific tool.

To complete an objective, approach the target and point at it until a USE icon appears. Press and hold **USE** (X button) until the timer circle around the crosshair is full and the objective is completed. Below is a chart of Primary Objectives and the classes required to complete them respectively.

Icon	Objective	Description	Class
	Deploy MCP	Drive the MCP to a destination and deploy it.	Any Class (GDF only)
	Construct	Repair or construct the objective.	Engineer/Constructor
	Destroy	Plant and arm explosives.	Soldier/Aggressor
	Hack	Hack enemy objective device.	Covert Ops/Infiltrator
	Drone Attack	Detonate Flyer Drones against an objective.	Infiltrator (Strogg only)
	Transport	Deliver an object to a destination.	Any Class
	Defend	Defend objective from attack.	Any Class

In addition to your Primary Objective, other missions and tasks become available to you as the action progresses.

Tasks are generated when a teammate identifies a target or needs assistance. When a task is generated you will hear audio announcing the task and an icon will identify the location of the target or the teammate requesting assistance.

STEP 9: CHOOSING A SPAWN LOCATION

Your default spawn location will automatically be the one closest to the front lines of the action. However, you can change your spawn location to any spawn point that your team controls. To choose your spawn point, press the  button to bring up the Change Class menu. Go to the bottom option of the three you can select. You will see the logo for a spawn point. Also, there is a Command Map on the right side of the Change Class menu. The intersecting white lines will show you which spawn point you have selected.

Once on the Spawn Point option, you can see your current Spawn Point. You can change your Spawn Point by going left or right with the left stick. You will be able to watch your Spawn Point change on the Command Map.

If you select the frontline spawn point, your spawn point will be automatically updated if you capture a new spawn point. However, if you have selected a different spawn point, you will continue to spawn at that point, as your team captures new spawn points.

STEP 10: HOW TO FLY AND DRIVE

To enter and exit a vehicle, approach it and point your crosshair over it until you see the Enter Vehicle icon. Press **Enter Vehicle** (Y button). Cycle seat positions by pressing **USE** (X button). To evade missile lock on, press **Decoy** (click B).

Pull and hold **Boost Turbo** (LT) to increase vehicle speed. Some vehicles offer unique functionality.

STEP 11: USING YOUR EQUIPMENT

To select an item from your inventory, cycle to the item using weapon cycle (RB). Pull **Fire** (RT) to use a selected item. Scope, iron sight and remote cameras on items that offer these capabilities can be reached by pulling **Alt Fire** (LT). Firing your weapon from a **Crouched** (B button) position may improve accuracy, depending on your weapon.

Weapons and grenades have ammunition that must be supplied to the player, while supplies and devices automatically resupply to the player over time. Each GDF weapon has a separate ammunition type while many Strogg weapons share one common supply of Stroyent.

Tools are used for tasks from repairing vehicles to creating spawn hosts. To use a tool, approach the target until the **USE** icon appears and press and hold **USE** (X button) until the progress timer around your tool crosshair is completed, or you can switch to the correct tool and hold the Fire button to use. For example, holding **USE** (X button) on a Destruction Objective will plant dynamite and arm it automatically.

STEP 12: LEARNING TO DEPLOY

Several classes are able to deploy weapons systems onto the battlefield. Deployables can only be dropped in a territory you own—indicated by the green territory border on the command map.

Cycle to the specific deployable you wish to deploy by tapping **LB**.



Move around to find a location where the deployment grid and the wireframe deployable are green, then pull **Fire/Activate** (RT). You can face the deployable in different directions by moving around.



Once your deployable arrives, a representation of it appears in the bottom right portion of your HUD, providing health and firing status of your deployable at all times.



Using Artillery – Field Ops and Oppressors must “paint targets” for their deployables to fire upon. To paint a target, move within range and line of sight of the target and select your **Targeting Tool** by pressing **LB**.

Hold the laser steady on your target and pull and hold **Fire/Activate** (RT) until your deployable has acquired the target.



STEP 13: COMMUNICATE WITH YOUR TEAM

Communicating with your team is critical. Utilize these methods for quick and effective communication.

To give bots commands use the quick chat menu by pressing ↑ on the directional buttons, then move B in the desired direction and release to send the selected voice message to your teammates. The Quick Chat menu is context-sensitive. You will have different options available depending on what your crosshair is over. Most of the time the default selection will be what you'll want to say.

The most effective way to communicate with other people over Xbox LIVE will be to use VOIP.

STEP 14: RANKING UP AND UNLOCKING REWARDS

You will be rewarded experience points (XP) by performing your role and helping your team, and then receive upgrades when you accumulate enough XP in a certain proficiency or campaign skill. Upgrades will be reset at the end of each round in Objective and Stopwatch games, but will remain persistent through the three maps of a Campaign match before being reset.

TROUBLESHOOTING XBOX LIVE PLAY

To play *Enemy Territory: QUAKE Wars* online, you'll need a dedicated broadband connection to the Internet with at least 256kbps upload bandwidth and 256kbps download bandwidth. Sharing your network connection among multiple computers or game consoles may reduce your bandwidth and cause instability when playing online. If you're unsure about the bandwidth of your broadband connection, please check with your service provider.

For the best experience, plug your Internet connection from your broadband (DSL or cable) modem directly into your Xbox 360 console. Because of variations in routers, not all routers are supported by this product.

Note: By joining an online session, you must leave the Activision-controlled environment for *Enemy Territory: QUAKE Wars*. The game's content has been rated for Teen audiences, but the content of the game may change due to interactive exchanges. Activision and Microsoft take no responsibility for the content external to the game itself.

id Software, Inc. and Activision make no guarantees regarding the availability of online play and may withdraw online service in their discretion without notice.

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CUSTOMER SUPPORT

Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: <http://www.activision.com/support>

Our support section of the Web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

Note: Internet support is handled in English only.

Note: The multiplayer components of Activision games are handled only through Internet support.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 a.m. and 5:00 p.m. (Pacific Time), Monday through Friday, except holidays.

Please do not send any game returns directly to Activision without first contacting Customer Support. It is our policy that game returns/refunds must be dealt with by the retailer or online site where you purchased the product. Please see the Limited Warranty contained within our Software License Agreement for warranty replacements.

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