XBOX 360

TOM CLANCY'S

H·A·W·X·2

TEEN

T

CONTENT RATED BY ESRB

UBISOFT

WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to **www.xbox.com/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.

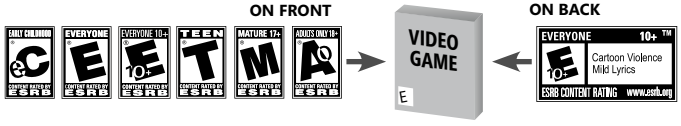
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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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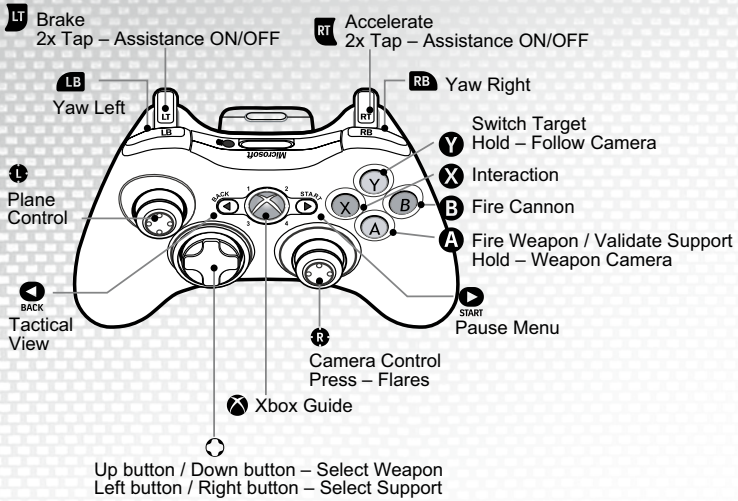
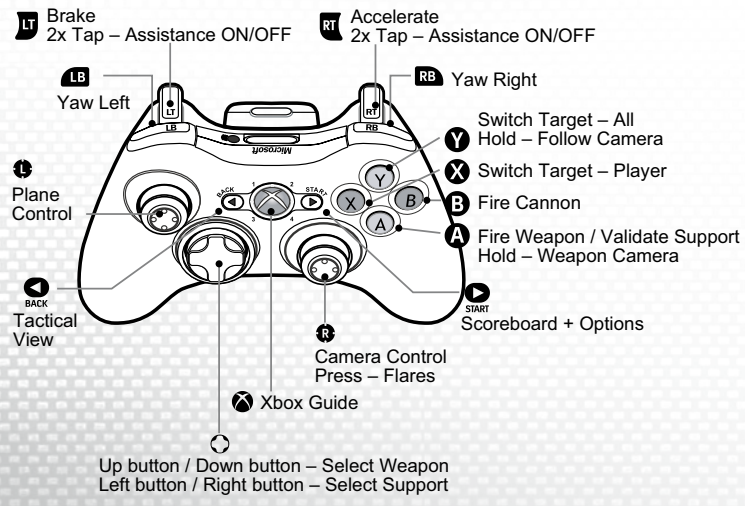
GAME CONTROLS

Solo Controls



Versus Controls



Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

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. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

INTRODUCTION

Tom Clancy's H.A.W.X.® 2 is a game that lets you experience the air warfare of tomorrow in all of its aspects. You will engage in fierce, close-range dogfights; perform precision bombings; take off from and land in airfields and on aircraft carriers; refuel your plane in mid-air; stealthily survey your enemies from UAVs; provide close air support from massive gunship aircrafts and more.

The complex and involving story of the game is witnessed by the player from the perspectives of three different pilots belonging to three different nations: the United States, the United Kingdom, and Russia.

With the world in turmoil and insurgencies on the rise all over the globe, the sudden disappearance of three nuclear devices from Russia's stockpile raises the stakes to the maximum level.

MAIN MENU

Story

Play through the story of HAWX 2, following three pilots from different countries as they fight to maintain peace in an increasingly unstable world.

Missions

Replay Story Mission

In this mode you can play the story missions that you have already unlocked one at a time, in any order.

Free Flight

Explore and enjoy the environments of all the missions, without enemies or objectives.

Arcade Missions

This mode offers special versions of some story missions, requiring you to perform these missions in a new and often very different way.

Survival Mode

Make a last stand against a very strong opposing force, controlled by the game.

Multiplayer

The following multiplayer game modes are available in HAWX 2:

- Team Battle
- Co-op Story
- Co-op Story Missions
- Co-op Arcade Missions
- Co-op Survival

The Multiplayer menu option allows you to create or join a game through Xbox LIVE or in System Link:

- **Xbox LIVE –** Play online on the global Xbox LIVE network
- **System Link –** Play on a local network of Xbox 360 consoles

Xbox LIVE – Ranked Match selects only Team Battle games based on the TrueSkill™ rank of the participants, matching players that have similar skill against each other.

You can choose several criteria for the type of game you wish to join. If no game that matches the desired parameters is found on Xbox LIVE, one will be created, with you as the host.

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

All multiplayer game types can be played through this option.

The server list displays Xbox LIVE games created by other players. These are organized by game mode with each type having its own page that you can switch to.

You can also start a new game by pressing the Host button and choosing your preferred settings for the server.

System Link allows you to play any of the game types with your friends, on your local network of Xbox 360 consoles.

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

Pilot Records

The Pilot Records section will give you information about your performance in the game and shows your current rank and experience, the single and multiplayer challenges with their status and their required conditions, plus the unlocked upgrades and planes.

P.E.C. Rewards

Review and plan your evolution by analyzing the unlocked rewards (including planes) and the possible branches of evolution.

P.E.C. Challenges

Boost your evolution by completing the P.E.C. Challenges. Evaluate and prioritize their development.

Plane Mastery

You can improve the stats of each of your unlocked planes when you fly and score kills with them. Here you can manage each plane's progression.

Hangar

In the hangar you are able to change the skins of your planes or to select/customize the weapon packs.

Options

The options page will give you the possibility to adjust the game settings: controls, audio, display, difficulty, data storage, plus the language and the subtitles.

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 also improve your game performance by consulting the hints and tips page, and you can see the team involved in developing HAWX 2.

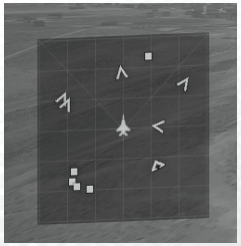
UPLAY

Get exclusive rewards, get help when you're stuck, read the latest news, or discover many other cool benefits by joining Ubisoft's Uplay community.

INTERFACE

1 – Co-op player list – A list with the other players and their kills.
2 – Speed meter – Displays the speed of the plane.
3 – Radar/Tacmap – Press the BACK button to switch between the Tacmap and the Radar.
4 – Stall warning – Warns the player that at the current speed the plane will enter a stall.
5 – Selected target arrow – Displays the position of the selected unit located outside the screen.
6 – Flight path marker – Shows the flight direction of your plane.
7 – Boresight – Shows where the aircraft's nose is pointing.
8 – Objective – Displays the current objectives and their status.
9 – Cannon aiming reticule – Active only when the enemy is in range.
10 – Subtitles
11 – Selected target
12 – PIP – Here you will receive useful messages and alerts about threats.
13 – Selected weapon & ammo – Displays the current selected weapon and the available ammo for it.
14 – Flares – Displays the number of available flares.
15 – Aircraft integrity – Displays the player's plane status.
16 – Altimeter – Displays the altitude of the plane.
17 – Selected support – Displays the current selected support (Infrared, Electronic Countermeasures, etc.).

TACMAP AND RADAR



Enhance your tactical awareness by pressing the BACK button: 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 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 has assigned a unique icon surrounded by a specific shape (rhombs for aerial units, hexagons for ground units, or circles for objectives) and filled with a specific color (green-friendly, yellow-enemy, red-current locked 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.

IN-GAME MENU

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

ASSISTANCE OFF MODE

In normal flight, the assistance systems on the aircraft prevent you from reaching the physical limits of the plane. Assistance can be turned OFF anytime by the player, by double tapping the right trigger or the left trigger. This boosts the maneuverability of the plane, but makes it much easier to stall. The "Assistance OFF" mode can be particularly useful when facing off against skilled fighter pilots. It also comes with a change in camera perspective, giving you a better view of the surroundings.

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 re-orient 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.

WEAPON PACK

A weapon pack can be mounted on an aircraft in a configuration specially optimized for a type of mission. You will be able to choose a customized weapon pack, or, when the Customize Weapon Pack feature is unlocked, to mount weapons individually. In the Story mode, you will not be able to select your weapon pack.

DIFFICULTY

There are three difficulty settings: Recruit, Regular, and Expert. You will be able to select the difficulty level before starting the mission. Changing the difficulty setting during the game will result in restarting the mission (with a prompt). When playing co-op, the host chooses the difficulty setting.

REWARD SYSTEM

You will get experience points (XP) for most of your actions (like accomplishing missions, completing challenges, scoring kills, or kill assists). These experience points will enable you to level up and unlock different rewards (new planes, weapon upgrades, support elements, or plane abilities).

In addition to general upgrades, you can upgrade each of your unlocked planes individually. New upgrades become available through the plane mastery system. Each time you fly a plane and score kills with it, your mastery level of that plane increases. As you progress with that specific plane, you'll unlock new skins, weapon packs, and abilities particular to that aircraft. In the end, you'll gain the ability to customize the weapon pack.

MULTIPLAYER

Team Battle Game Mode

This is a classic team versus team adversarial mode, where one team tries to beat the other by acquiring the greatest score.

Each kill against an opposing team player is scored as well as the kills against AI units belonging to the other team. The game ends when the predetermined time expires.

Up to 8 players, split in 2 teams, can compete in the Team Battle adversarial mode.

All the items you unlock while playing and acquiring XP in either Story or Multiplayer are available for use in the Team Battle game mode.

These include: skins, weapons, plane upgrades, weapon packs as well as active and passive abilities such as jamming, EMP strikes, and radar invisibility.

Choosing the right combination of plane and abilities will prove an important part of your strategy for multiplayer games and can make you a much more effective and efficient fighter.

Weapon Selection

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

The **Co-op Story** option allows you to play through the story missions with up to 3 of your friends.

Co-op Story Missions work like the Co-op Story but allow you and your friends to play the story missions that you have already unlocked in any order you desire.

Arcade Missions are special versions of some story missions, requiring you to perform these missions in a new and often very different way. They will present a different challenge from the one you've seen in the Story mode.

Survival Mode challenges you and your friends to make a last stand against a very strong opposing force, controlled by the game.

The enemies will spawn wave after wave; you'll have limited time to neutralize them.

This type of game will push your abilities to the limit. You will need to improve your skills in order to succeed. As always, joining forces with three of your friends will make things even more interesting, and cooperation will become a key factor to success.

AIRCRAFT

The important characteristics of any aircraft in HAWX 2 can be observed in the Plane Selection menu.

The overall performance of each plane versus air targets or ground targets is indicated in the Plane Selection page. This information takes into account the ordnance and the specificities of each aircraft.

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Contact Us by Phone: You can also contact us by phone by calling **(919) 460-9778.** When calling our Technical Support line, please make sure you are able to access the gaming system you are calling about. Our Technical Support representatives are available to help you **Monday through Friday from 9am–9pm Eastern Time** (excluding holidays). Our support is provided free of charge however long distance charges apply.

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Product/Documentation Replacements: Please contact a Ubisoft Technical Support Representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our Support Representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. **Without an RMA number from a Support Representative, your replacement request will not be processed.**

If we determine a return or replacement is necessary:

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