# PROJECT: SNOWBLIND

L ALT FIRE

R PRIMARY FIRE

Y AUG ACTIVATE

X JUMP

B CROUCH

A RELOAD/USE/
INTERACT W/OBJECT

L MOVE
(press)PUNCH

◄ OBJECTIVE
MARKER DISPLAY

► PAUSE

SECONDARY FIRE/
RIOT WALL/QUICK
DETONATE GRENADE

OPEN INVENTORY

R LOOK/AIM
(press) ZOOM (Sniperx2)

XBOX

FPO
Inside Front Cover
Placeholder

Liberty Coalition Army 2nd Lieutenant Nathan Frost has been transformed. There was that last searing blast from the bomb, an excruciating gurney ride into the surgery unit — Frost wondering if he even had a face left — some strange talk about BP, pulse and…scarecrows?

Now he is alert, standing, disoriented a little, but stronger than before. A sense of extreme power is coursing through him and he sees apprehension in the eyes of all who pass.

Frost has been transformed into the prototype. He is the first-born in a top secret program to create a bio-augmented super-soldier.

Now that joke about a one-man army is true...

# DEFAULT CONTROLS



**L** (left trigger)        **R** (right trigger)

**Y** button
**X** button
**B** button
**A** button

**L** (left thumbstick)
**○** (back) button
**▷** (start) button

**●** button
**○** button

**R** (right thumbstick)

**⊕** (directional pad)

## MENU CONTROLS

| | |
|---|---|
| Start/Pause game | ▷ |
| Select menu item | **L** or ⊕ ↑/↓ |
| Change setting | **L** or ⊕ ←/→ |
| Confirm selection | **A** or ▷ |
| Cancel/Back to previous menu | **B** |

## INVENTORY CONTROLS

| | |
|---|---|
| Open inventory | ○ (hold) |
| Select inventory section/item (with inventory open) | ○ (hold) + **L** or ⊕ |
| Equip selected item | Release ○ |

*Note: You can also select items with the inventory closed. See On Foot Controls below.*

## ON FOOT CONTROLS

| | |
|---|---|
| Move | **L** |
| Look/Aim | **R** |
| Fire primary weapon/Throw held object/ Charge Kinetic Kicker | **R** |
| Use secondary weapon/Quick detonate grenade after throwing/Activate riot wall | **●** |
| Toggle to previous primary weapon | ○ (tap) |
| Cycle through primary weapons (with inventory closed) | ⊕ ↑/↓ |
| Cycle through secondary weapons (with inventory closed) | ⊕ → |
| Cycle through augmentations (with inventory closed) | ⊕ ← |
| Alt Fire (primary weapon)/Push object (with Kinetic Kicker) | **L** |
| Punch/Melee attack | **L** (click) |
| Use/Cancel selected bio-augmentation | **Y** |
| Crouch | **B** |
| Jump | **A** |
| Reload primary weapon/Talk/Interact with object/Open unlocked door/Climb or descend ladder | **X** |
| Precision aim/Close look (primary weapon) | **R** (click) |
| Toggle Navigational Display mode | ○ |

## IN VEHICLE CONTROLS

| | |
|---|---|
| Enter vehicle | X |
| Steer | L |
| Accelerate | A or L ↑ |
| Brake/Reverse | X or L ↓ |
| Fire primary weapon (if equipped)/ Car horn | R |
| Fire secondary weapon (if equipped) | L |
| Turret control | R |
| Exit vehicle | B |

## OGRE CONTROLS

| | |
|---|---|
| Move Ogre legs | L |
| Rotate Ogre body/Aim weapons | R |
| Auto center | Y |
| Fire machine gun | R |
| Fire rockets | L |

## SINGLE PLAYER HACKING CONTROLS

| | |
|---|---|
| Fire icepick into panel/Hack panel | R |
| Select option from hacked panel display | L or ⊕ ↑ / ↓ |
| Execute selected option | A |
| Aim/Control gun turret | R |
| Fire gun turret | R |
| Pan surveillance camera | R |
| Zoom camera in/out | L |
| Exit hacked panel display | B |

## MULTIPLAYER HACKING CONTROLS

| | |
|---|---|
| Select hack tool/Execute hack | X |

## EMPLACEMENT CONTROLS

| | |
|---|---|
| Use emplacement | X |
| Fire emplacement | R |
| Emplacement control/Aim | R |
| Auto level emplacement | Y |
| Exit emplacement | B |

# GETTING INTO THE GAME

## MAIN MENU

The Main Menu appears after you power-up the game. Use the menu controls to select the following options:

| | |
|---|---|
| **SINGLE PLAYER** | Fight through the hell of an urban civil war. Depending on the mission, you will fight alone or lead a Coalition squad. |
| **XBOX** *LIVE* | Play online with up to 15 other Internet players (16 players total). |
| **SYSTEM LINK** | Play over a System Link connecting up to 16 Xbox consoles. |
| **OPTIONS** | Adjust various game settings, including:<br>■ *Controls* — Select a control scheme.<br>■ *Invert Vertical Axis* — Toggle the camera view on (inverted) or off (normal).<br>■ *Look Sensitivity* — Adjust the camera response time.<br>■ *Volume* — Adjust the volume of SFX (sound effects), Music and Xbox Communicator (multiplayer only).<br>■ *Brightness* — Adjust the brightness of your TV screen.<br>■ *Vibration & Subtitles* — Turn the controller's vibration function and game subtitles on/off.<br>■ *Voice Sound* — Toggle players' voices to be heard over the Xbox Communicator or speakers. |

## WHO ARE YOU?

You are Nathan Frost, a bio-enhanced super soldier. In addition to weapons expertise with firearms and explosives, you can use specialized bio-augmentations. These bio-augmentations were surgically hard-wired into your body. You now have lethal combat skills never before seen on the battlefield.

But there is a tactical downside. You are vulnerable to EMP (Electro Magnetic Pulse), which can disrupt your onboard electronics and render you momentarily or permanently helpless. Your bio-augmentations begin to fail and you become snowblind until your systems recover.

## MISSIONS

You must complete missions as issued by Coalition Command. In every mission you must complete all primary objectives (objectives are added as the mission proceeds), protect yourself and protect your men. You will undertake two different mission types:

■ *Firefight missions* that are all-out urban warfare.

■ *Stealth missions* where you attempt to infiltrate key areas before attacking the objective. Discovery in this type of mission makes the job much tougher.

## MISSION OBJECTIVES

Your orders are assigned as mission objectives.

■ Mission objectives appear as yellow circles on the Radar. (See page 8.)

■ Press ▶ to see primary and secondary objectives (on the Pause screen) during play.

■ Press ◀ to toggle Navigational Display mode, which marks the direction to the next objective.

■ Coalition Command will be in contact via radio with objective updates and intel.

# GAME SCREEN

1 Health Level
2 Bio-energy Levels
3 Radar/Compass

4 Crouched Icon
5 Augmentation Meter
6 Selected Bio-augmentation
7 Secondary Weapon
8 Ammo Remaining
9 Primary Weapon



Reticle

## GAME SCREEN INDICATORS

**HEALTH LEVEL**
Each time you take a hit, the red decreases in the meter. When you get to a critical state the meter flashes white and an alarm sounds.

**BIO-ENERGY LEVELS**
This blue meter powers your bio-augmentations. Hatching indicates the amount of energy required to activate the selected bio-augmentation. Using bio-augmentations depletes the meter.

**RADAR/COMPASS**
■ *Single Player* — Shows enemy locations (red blips), friendly locations (green blips), neutral bot/unarmed human locations (white blips) and mission objectives (yellow circles). The solid arrow around the radar represents *North* on the compass. When an alarm is activated the radar flashes red.
■ *Multiplayer* — Shows Ammo Station (light blue blips) and First Aid Stations (green blips). Walk up to these and press ⊗ to load up on ammo or replenish health. During Capture the Flag games, also shows flag positions (large red or blue blips), flags in transit (team colors) and mission objectives (yellow blips).

**PRIMARY WEAPON**
The primary weapon you currently hold.

**AMMO REMAINING**
Large number indicates rounds remaining in clip or magazine of your selected weapon. Small number indicates total rounds you have. Empty the weapon and you auto reload. Manually reload by pressing ⊗ .

**SECONDARY WEAPON**
The secondary weapon you currently hold. Throw it by pressing ● . Press ● again to detonate/activate the weapon after throwing it. Its name and number remaining appear next to its icon.

**SELECTED BIO-AUGMENTATION**
The bio-augmentation you will use when you press ⓨ .

**AUGMENTATION METER**
Shows the bio-augmentation energy consumption during use of a skill. When the reserve runs out, the skill terminates and the reserve recharges to optimum if you have enough bio-energy. Audio alerts tell you both when the reserve is optimum and when it is approaching zero.

**RETICLE**
Use the reticle to aim a weapon:
■ The reticle turns red when over a hostile.
■ It turns green when over a friendly.
■ Watch the Ammo Gauge Circle to see ammo remaining before you need to reload.
■ With some primary weapons, pull and hold ⓡ and watch the charge level in the reticle to insure max power before releasing the button to fire the shot.

**CROUCHED ICON**
When you press Ⓑ to crouch, this icon appears. You move slowly in this position but present a smaller target. Press Ⓑ again to stand upright; you're now able to move faster.

**AMMO ICON**
(Not shown.) Appears when you pick up or walk over ammo.

# INVENTORY



Primary Weapons
Secondary Weapons
Bio-augmentations

The inventory has three categories: *Primary Weapons*, *Secondary Weapons* and *Bio-augmentations*. All inventory items must be acquired.

When you have items in inventory:

- Press and hold ○ to open the inventory.
- While holding ○ , use ◐ or ⊕ to select a category and item. You can select multiple items at the same time.
- Release ○ to equip the selected item(s).

You can also make selections without opening the inventory. While in-game (with the inventory closed):

- Press ⊕ ↑/↓ to cycle forward/back through the primary weapons.
- Press ⊕ ➡ to cycle through secondary weapons.
- Press ⊕ ⬅ to cycle through bio-augmentations.

# WEAPONS

A briefing appears when you acquire a weapon. Study this to understand the weapon's full capabilities.

## PRIMARY WEAPONS

### BASIC PRIMARY WEAPONS

These are your three basic primary weapons. You will find more awesome firepower as you progress through battle.



| PISTOL | Silenced close-range weapon perfect for stealth. |
|---|---|
| CARBINE | Standard military issue automatic rifle, highly effective during firefights. |
| SHOTGUN | Lethal weapon for close combat. |

### AIM & FIRE

Use 🔘 to aim your weapon and pull 🇷 to fire (pull and hold for automatic weapons).

- The reticle turns red when aimed at an enemy. It projects a red pointer if you've taken damage from that enemy.
- The reticle turns green when positioned over a friendly.

### PRECISION AIM

Click 🔘 to toggle zoom in/out.

- The sniper rifle has 2x and 4x scope magnification.
- The weapon automatically disengages from precision aim when reloading.

### ALT FIRE

Primary weapons have an alternate fire mode. To use it, pull 🇱 .

*NOTE: Check the weapon briefing when you acquire the weapon to view special alt-fire characteristics. You can also see weapon use details by selecting the weapon in inventory.*

### SPECIAL TOOLS

These special non-weapon tools also reside in the primary weapons inventory:

| KINETIC KICKER | Tool used to push or pull objects, and to collect ammo or other collectible items. (See page 14.) |
|---|---|
| ICEPICK | Hack tool for several types of electronic equipment. (See page 15.) |

## SECONDARY WEAPONS

To use the selected secondary weapon, press ●.

### THROW/AIM

When using a grenade or riot wall, move Ⓡ to aim your throw, then press ● to throw.

*NOTE: Learn to judge the trajectory of a thrown weapon and raise your aim to compensate for the distance you need to throw.*

### DETONATE OR TRIGGER

All secondary weapons except nano boost explode or deploy using built-in timers, but you can manually detonate at will by tapping ● a second time after throwing. For example, while a frag grenade is in midair, tap ● a second time to create a lethal air burst.

### GRENADE TYPES

| | |
|---|---|
| FRAG | The explosion sends metal fragments in every direction. Good anti-personnel weapon for multiple enemies in a cluster. Can be dodged by target. |
| EMP | Electromagnetic pulse damages or disables electronic circuitry. Use against sentry bots, auto turrets or to disable shield units carried by soldiers. |
| FLSH | Flash-bang stun grenades explode with blinding light and concussion. They are non-lethal. Use to escape a deadly situation or shock enemies as you attack. |
| GAS | Unleash a lethal cloud of poisonous gas. |
| SPDR | Mini spiderbots deploy to track down and open fire on enemy forces. Deploy a couple of these to watch your back or even the odds during a firefight. |

## SPECIAL TOOL

This special non-weapon tool also resides in the secondary weapons inventory:

| | |
|---|---|
| NANO BOOST | This device will completely heal you, recharge your bio-energy, rescue you from the brink of death and reverse the Snowblind effect. |
| RIOT WALL | Thrown device that unfolds into a temporary barrier you can use as cover. Deploy this force field to create a protected position anywhere on the battlefield. |

# BIO-AUGMENTATIONS

Bio-augmentations are the special combat capabilities that were surgically implanted during your transformation. They draw power from your bio-energy.

Press Ⓨ to invoke the equipped bio-augmentation. The Reserve gauge begins to discharge as you use the power. When the gauge empties or you press Ⓨ again, the bio-augmentation terminates and you return to normal.

| | |
|---|---|
| ENHANCED VISION | Enhanced vision causes all enemies and cloaked mines to stand out from their environment. It makes dark areas brighter for easier navigation, and allows you to see enemies through walls. |
| CLOAK | Walk undetected within inches of the enemy. This bio-augmentation disengages if you open fire with a primary or secondary weapon. |
| REFLEX BOOST | This slows the perception of time, allowing you to react more quickly to enemy actions. |
| ELECTRICAL STORM | Discharge a potentially fatal high-voltage electrical jolt in front of you. |
| BALLISTIC SHIELD | This protective force field surrounds you and absorbs the damage of attacks. As it absorbs attack, your augmentation meter drains from the effects of the attack and time. |

# THE SNOWBLIND EFFECT

Your bio-augmentations depend on electronics that are vulnerable to Electro Magnetic Pulse (EMP) attack. When an EMP is launched or some other electronic interference occurs, your vision fills with a white static as the pulse overwhelms your bio-augmentation systems. You will lose some or all bio-energy.

■ Use a nano boost to overcome the Snowblind effect.

# VITAL TASKS

### EVALUATING OBJECTS, ALLIES AND ENEMIES

Point your reticle at a nearby object or soldier (friendly or enemy). A gauge appears displaying the object's type and destructibility, or the soldier's health level, name and rank. You now have the option to interact with the object or talk to the friendly (in most cases) by pressing Ⓐ.

### MOVING OBJECTS

You can move some objects.

■ Some objects can be picked up/dropped by pointing at them and pressing Ⓐ.

■ While holding an object, you can tap Ⓡ to throw it.

■ Walk into the object to attempt to push it in the direction you want it to go.

■ You can use the Kinetic Kicker to push/pull certain objects. Target an object with the kicker, pull and hold Ⓡ to charge the kicker, then release the trigger to push the object. To pull the object, use Ⓛ.

# HACKING

Perform your hacking skills on electronic equipment using the icepick (from the primary weapons inventory). You can hack:

■ Security panels.
■ Computer panels.
■ All types of auto turrets.
■ All types of bots.

*NOTE:  The Ogre is not hackable. It is a vehicle piloted by a human.*

*HOW TO HACK*

With the icepick equipped, point and shoot at an electronic object. Once the icepick deploys by unfolding with an audible clack, you are ready to execute the hack:

■ Point at the hacked security panel and pull Ⓡ to bring up the Hack Panel options. Use Ⓛ or ⊕ to select an option. Press Ⓐ to execute the selected option. Press Ⓑ to hide the Hack Panel options display.

■ Hacked security panels can be re-accessed (by pressing Ⓐ).

■ If you are attacked while performing a hack, the hacking process stops.

■ A misfired icepick is reusable (successfully fired icepicks are spent). To recover a misfired icepick, move within pickup range and press Ⓐ to return it to your inventory.

# REPUBLIC SECURITY SYSTEMS

You will encounter auto turrets, security cameras and trip lines set by the enemy. Some of these systems are activated when the enemy presses an alarm switch. You can override certain systems from panels. Turrets and cameras can be disabled, destroyed or turned against the enemy by using your hacking skills.

# VEHICLES

Use Phoenixes, Hydras, Titans and Ogres to move quickly or attack the opposition. Hydras, Titans and Ogres give you massive firepower. Even though a Phoenix may be unarmed, you can use it as a ramming weapon.

*IMPORTANT: The turret part of the vehicle moves independently from the body. For example, when you move the Ogre's upper body to aim the guns (Ⓡ), the legs remain pointed in the direction you are walking (Ⓛ).*

# COLLECTIBLES

To pick up a collectible (health, bio-energy, ammo), walk over it.

- You can also point at it and press Ⓐ to collect it. (If this doesn't work, move closer and try again.)
- Use the Kinetic Kicker (from the primary weapons inventory) to pull the collectible toward you.

## WEAPONS AND AMMO

Most human enemies will drop the weapons they are carrying when defeated, and you can collect these. Find additional weapons, cartridges, shells, rockets, mines and energy cells scattered around the area or contained in supply crates. Destroy supply crates by shooting or punching them to get the collectible inside.

## HEALTH

- Pick up a *health pack* for instant first aid. Available in large and small dosages.
- Pick up a *health upgrade implant* to increase your maximum health level.

## NANO BOOST

The nano boost is a total treatment. Its benefits include:

- Restoring full health and bio-energy.
- Reversing the Snowblind effect.
- Resurrecting you if used when dying.

## ENERGY CELL

Ammo used by the H.E.R.F. gun and rail laser. The H.E.R.F. gun also has a reserve energy clip.

## BIOCELL

- Pick up a *bioenergy cell* to restore your bio-energy meter. Available in large and small sizes.
- Pick up a *bioenergy upgrade* to increase the capacity of your bio-energy meter.

## ICEPICK

Necessary for performing hack attacks.

# SAVING GAME DATA

You can save your game by:

- Selecting *Yes* when prompted at the completion of a key objective, to bring up the Save Game screen.
- Using *save points* found in out-of-the-way rooms. Look for the Save Point icon on doors that lead to a save point. Pass through the doors, approach the save point and press Ⓧ to bring up the Save Game screen.

On the Save Game screen, press Ⓛ ⬆/⬇ to select a data file to save to. Press Ⓐ. When prompted to overwrite the current file, select *Yes* and press Ⓐ.

*NOTE: Selecting* YES *will overwrite older data in a save file. Once you overwrite data, it cannot be restored.*

# PAUSE MENU

Press ▶ to open the Pause Menu. From here you can view both primary and secondary objective assignments and status, load a saved game, and change game options.

| | |
|---|---|
| **RESUME GAME** | Resume your current game. |
| **LOAD GAME** | Load save game data to continue the game from the point where it was saved. |
| **OPTIONS** | Adjust various game settings, including:<br>- *Controls* — Select a control scheme.<br>- *Invert Vertical Axis* — Toggle the camera view on (inverted) or off (normal).<br>- *Look Sensitivity* — Adjust the camera response time.<br>- *Volume* — Adjust the volume of SFX (sound effects), Music and Xbox Communicator (multiplayer only).<br>- *Brightness* — Adjust the brightness of your TV screen.<br>- *Vibration & Subtitles* — Turn the controller's vibration function and game subtitles on/off.<br>- *Voice Sound* — Toggle players' voices to be heard over the Xbox Communicator or speakers. |
| **QUIT** | Return to the Main Menu. |

# XBOX *LIVE*™

## TAKE PROJECT: SNOWBLIND™ BEYOND THE BOX

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends List with other players, see when they're online, invite them to play, and talk to them in real time as you play. You can also download new multiplayer maps to your Xbox console.

## DOWNLOADABLE PROJECT: SNOWBLIND™ CONTENT

If you are an Xbox *Live* subscriber, you can download the very latest content (such as new multiplayer maps) to your Xbox console.

## CONNECTING

Before you can use Xbox *Live*, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox *Live* service. To determine if Xbox *Live* is available in your region and for information about connecting to Xbox *Live*, see www.xbox.com/connect.

Up to 16 players can battle online or over a System Link. In order to play online, you'll need:

- ■ Broadband connection
- ■ Valid Xbox *Live* account.

Follow these steps to get connected:

### 1. SIGN UP TO XBOX LIVE

Xbox Live is a subscription service. You need a subscription code to set up an Xbox *Live* account and play online. To get your subscription code, go to www.xbox.com/live.

### 2. CHOOSE A CONNECTION SETUP

There are several ways to connect to Xbox *Live*, including connecting the Xbox console directly to broadband cable, and sharing a broadband connection with a PC. For details and diagrams, go to www.xbox.com/live.

### 3. CREATE YOUR ACCOUNT

Insert an Xbox *Live* Starter Kit disc or the Xbox *Live*-enabled game disc into the Xbox disc drive. On the Home screen, select *Xbox Live*. Once you're online, create your Xbox *Live* account by following the on-screen instructions and entering your subscription code when prompted. If you are unable to go online automatically, use the Network Setup in the Xbox Dashboard to enter your network settings. If you do not have the required information, contact your broadband service provider.

*IMPORTANT: Do not disassemble, service, or modify the Xbox console or peripherals. Doing so will void your warranty and could result in serious injury. For further assistance see www.xbox.com/live.*

### 4. SIGN ON

Once you're set up to go online, select *Go Xbox Live* on the Home screen. Choose the account you want to sign into and enter your pass code. On the Network Selection screen, wait briefly while your network is verified and you are logged in.

## DOWNLOADING NEW CONTENT

Xbox *Live* gives you access to the latest downloadable content for *PROJECT: SNOWBLIND*™ and allows you to play various online modes with other Xbox *Live* gamers. To view available downloadable content for *PROJECT: SNOWBLIND*™, select *Xbox Live* from the Main Menu, wait for the connection and select the valid profile. Select the *Download Content* option from the next menu.

## USING THE XBOX COMMUNICATOR

Connect the Xbox Communicator to talk to other players during play. The Xbox Communicator is voice-activated.

## LOBBY MENU

| | |
|---|---|
| FIND GAMES | Select this to view the active games and start playing. |
| HOST GAME | Create an online game according to your own parameters. |
| FRIENDS | Search for active games that include your friends. |
| CLANS | View the Clan Homepage. |
| STATS | View game play stats for yourself and other online players. |

# ONLINE MULTIPLAYER GAMES

## STAGING SCREEN

The Staging screen appears after you select or create a game. You enter the game from this screen and return to it at the end of play.



Before starting play, use this screen to:

- Change option settings including controller settings.
- Change your class (see below) and switch teams.
- View the screen names and team affiliations of other players.
- View scores and see the game type set by the host.

## MULTIPLAYER GAME FEATURES

### CLASS & LOADOUT

On the Staging screen, you can select the class (type of fighter) you want to be. Each fighter class uses different primary weapons, secondary weapons and bio-augmentations. For example, the Sniper class carries a sniper rifle as the primary weapon, while the Scout class carries a shotgun. You can select a new class when you respawn or access the Staging screen by pressing ◐. The change will take place the next time you respawn.

### MUTE/UNMUTE PLAYER

With the *Voice* option *ON*, select this to mute a specific player.

> NOTE: Additional multiplayer game features including sending a player a friend's request and providing feedback about a player are also available.

## XBOX *LIVE*/SYSTEM LINK GAME TYPES

### ONLINE MODES

| | |
|---|---|
| **DEATHMATCH** | Destroy all opponents. At the end of play, the player with most kills wins. |
| **HUNTER** | The hunter is an invisible stalker who tracks down and kills other players. The hunter has more health than the other players, all weapons and bio-augmentations, permanent invisibility, and does more damage. Become the hunter by finding the hunter token placed somewhere on the battlefield. If you are killed while the hunter, you drop the token. Player with the most points at the end of the match wins. |

### TEAM MODES

| | |
|---|---|
| **TEAM DEATHMATCH** | Destroy the opposing team. At the end of play, the team with most kills wins. |
| **CAPTURE THE FLAG** | Each team has its own colored flag located within a defensible base. Fight your way to the enemy flag and take possession of it to win. You can recapture your own team flag and return it to your base. You must have your own flag at your base when capturing the enemy flag to score. Use flag icons at the lower left of the screen to check flag status:<br>■ When you have the enemy flag, an opposition flag icon appears over your team icon.<br>■ When a flag is in transit, its icon pulses and a yellow circle with the team color appears on the radar. |
| **FAST FLAG CAPTURE** | Bring your opponents' flag to your base to score. Your flag does not have to be at your base in order for you to score. |
| **TACTICAL ASSAULT** | Defend your team's generator and destroy the opposition's generator after disabling their generator shields. To disable the shields, hack into the opposition nodes (only the forward node is vulnerable). First team to destroy the opposition generator wins.<br>■ Nodes appear on the radar and are linked in sequential order from one base to the next. |
| **DEMOLITION** | Team play. Find a bomb at a spawn point and transport it to designated targets inside the opposition base. Disarm a bomb on your own base by approaching it and pressing ⊗. The bomb is on an auto timer. When it blows, the base is destroyed, the round ends and the opposition gets a point. At the end of play, the team with the most points wins. Check the bomb icon at the lower left of the screen to see which team has the bomb.<br>■ *Red* is the Republic.<br>■ *Blue* is the Coalition<br>■ *White* means no team has the bomb. |
| **QUICK DEMOLITION** | Same as Demolition except that the bomb timer only pauses when defused; it does not reset.<br><br>*NOTE: In both* Demolition *and* Quick Demolition, *use* ⊗ *to hack. See page 22 for details.* |

## MULTIPLAYER HEALTH & AMMO STATIONS

During multiplayer games, find health stations to regain maximum health, and ammo stations to reload all weapons. Approach a station and press ❌ to use it. Both types of stations appear on your radar when they are within range.

- Health stations are indicated by a green blip.
- Ammo stations are indicated by a light blue blip.

## HACKING DURING MULTIPLAYER GAMES

Use the hack tool to control doors, nodes and bombs. All players carry the hack tool in the weapons inventory; this tool doesn't need ammo. Point to a hackable object or device and press ❌ to switch from your current weapon to the hack tool (if it's not already selected). Press ❌ again to execute the hack.

- To disable the force field that guards opposition team doors, hack the switch next to the door.
- Diffuse the Bomb. In *Demolition* and *Quick Demolition*, hack the Generator under the bomb to turn off its timer and snatch the bomb.
- Take control of enemy nodes during *Tactical Assault* games.

## RESULTS SCREEN

The Results screen appears at the end of a game. It shows the performance for each player and team by:

- Player points.
- Number of kills.
- Number of times a player died.

# HOSTING A GAME

To host a game, access the Host menu, set the specifics for your game, and select *Start Game*. Host menu options are:

| | |
|---|---|
| SELECT A MAP | Choose an environment for your game. |
| GAME OPTIONS | Set specific game parameters: |
| SERVER NAME | By default the server name is your screen name. |
| GAME TYPE | Choose a game type. (See page 21.) |
| ARMS RACE MOD | Players take the loadout (including weapons and bio-augmentations) of their victims' class. Players keep these added items until they are killed or the game ends. |
| GAME LOADOUT | Designate the loadout for all players joining your game. Select *All* to allow players to select their own class and loadout. (See page 20.) |
| TIME LIMIT | Set the game time limit from 5 minutes to infinity. |
| SCORE LIMIT | The game ends when a player reaches the score limit you set here. |
| MAX PLAYERS | You can allow up to 15 other players (16 players total) to join your game. |
| FRIENDLY FIRE | When set to *On*, you can accidentally kill a teammate. |
| SESSION TYPE | Toggle to *Private* to host a private game session that only invited friends can join. |
| VOICE | Decide if you want players to communicate via the Xbox Communicator. |

# SYSTEM LINK MULTIPLAYER GAMES

System Link gameplay is the same as the online game with the following requirements:

- Each Xbox console must be connected to its own television and to a System Link via Ethernet. Each Xbox console supports one player.
- You can also connect two Xbox consoles with a crossover cable.
- One player must host the System Link game.

# FRIENDS LIST

From the Lobby, select *Browse Friends List* to view a list of established friends, pending friend requests, and invitations from friends. From here, you can see the online status of established friends and join a friend's active *PROJECT: SNOWBLIND™* game. You can have a maximum of 100 established friends, pending friend requests, and friend invites combined. Delete outdated friends to make room for more.

## ADDING FRIENDS

Select *Send New Friend Request* to add someone as your friend. Enter the player's name (do not include a clan tag) using the virtual keyboard. A *Friend Invitations* icon will appear next to the player's name. Once the friend accepts your invitation, the icon will change to the *Established Friends* icon.

## ACCEPTING FRIENDS' REQUESTS

To accept a friend request, select *Browse Friends List*, select the name of the player who sent the request (identified by the *Pending Friend Requests* icon) and accept the offer. Once you accept, the icon will change to the *Established Friends* icon. To permanently block Friend Requests from another player, select *Block Friends Request* on a pending invitation. This cancels the pending invitation and blocks any future requests.

## IN-GAME PLAYERS OPTIONS

While in-game, select the *Players* option, then select *Send/Cancel Friend Req.* to send quick invitations to active players in the game plus the last ten users you've encountered. This also allows you to add them as friends and configure other settings such as muting/un-muting their voice transmission.

> NOTE: Other Friends List options are available, including sending and receiving game invitations and toggling your online invisibility.

# STATS

Use the Statistics Menu to view various details about yourself, your friends, and your clan. Viewable stats include the Kill-Death Ratio, Wins, Losses, and overall score (calculated from various statistics).

Visit http://www.projectsnowblind.com/stats on your computer for more detailed statistics.

- View any player's statistics by selecting *Player* and entering the player's name on the virtual keyboard. The player's name will be displayed between the seven immediately higher-scoring and seven immediately lower-scoring players.

- To view the top tier players in *PROJECT: SNOWBLIND™*, select *Top 15*. Select *Friends* to view the best 15 players in your Friends List.

- If you have joined a clan, select *Clan* to view the top 15 players in your clan and see who's the MVP!

# CLANS

Create a clan and invite others to join or answer the invitation to join a clan. Clan members have ranks (Leader, Officer, Soldier) that have different privileges. Leaders and Officers can recruit and kick out players. The Leader can promote and demote Officers and Soldiers. The Leader can also designate a new Leader.

## CREATING YOUR CLAN

On the Online Lobby screen, select *Clans* to open the Clan Homepage. Select *Create Clan* and create a clan nickname from one to three characters. Then create your clan's full name from four to 20 characters.

## INVITING OTHERS TO JOIN YOUR CLAN

Select *Invitations* and *Recruit* to ask other players to join your clan by using their screen names. View your recruiting efforts or cancel an invitation by selecting *Sent Invites*, selecting a player, and selecting *Yes* to confirm the retraction.

## ACCEPTING AN INVITATION TO JOIN A CLAN

If you have been invited to join a clan, the **!** icon appears next to the Clans option on the Online Lobby screen. To accept the invitation, select *Clans,* then *Invitations* and then *Invitations* again to enter the field of invitations. Select the invitation you want to accept, press Ⓐ and select *Yes* to accept the invitation. To let everyone know you are not accepting invitations to join a clan, select *Toggle Status*. Change your mind by selecting it again.

## POSTING NOTICES TO CLAN MEMBERS

The Leader and Officers can select *Notices* and write up to four messages to all clan members using the virtual keyboard. Other clan members can read the postings by selecting *Notices* when they see the **!** icon next to the *Notices* option.

## VIEWING CLAN DETAILS

■ View your clan ranking on the Clan Lobby screen, and select *Member List* to see the online status of all clan members.

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