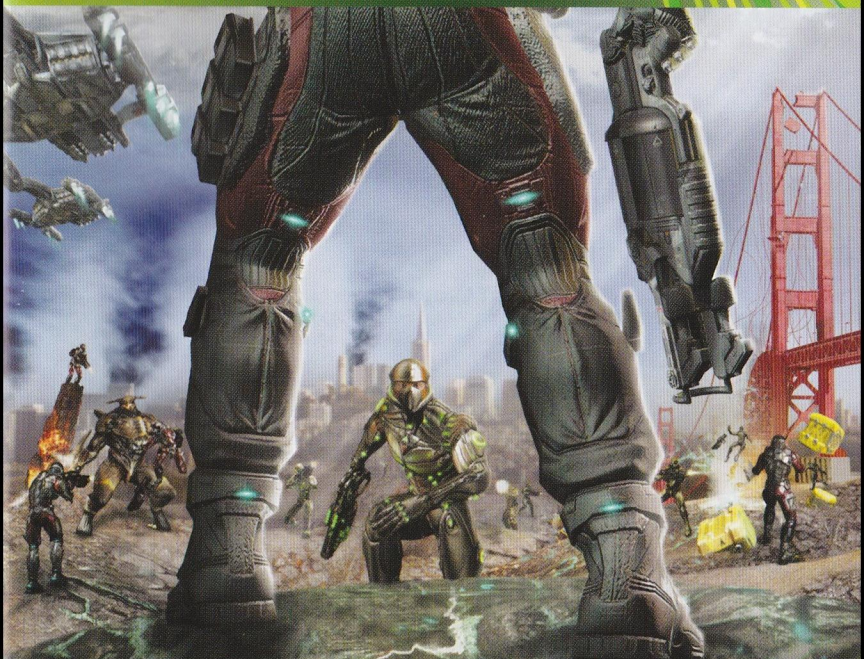


XBOX 360

LIVE



FRAC TURE

DAY:1:STUDIOS™



LUCASARTS™

Virtual's Lair

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.

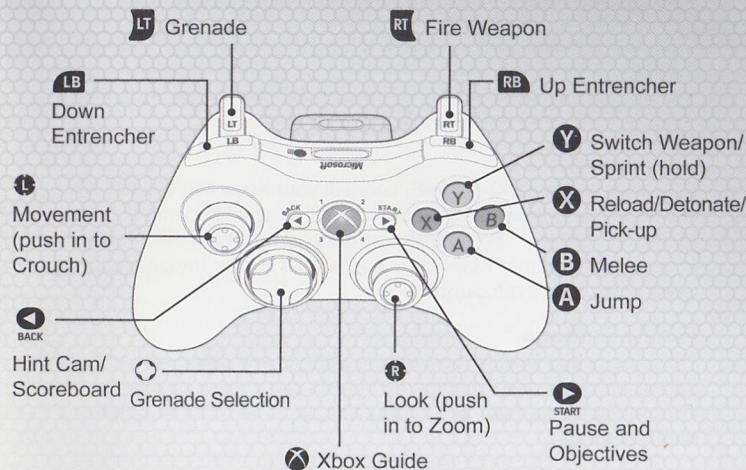
These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling 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.

CONTROLLER DIAGRAM



CONTROLS

MENU CONTROLS

Select Menu Options	D-pad/Left Stick
Confirm Selection	A button
Return to Previous Screen	B button

COMBAT CONTROLS

Move Character	Left Stick
Crouch	Click Left Stick
Aim	Right Stick
Zoom	Click Right Stick
Fire Weapon	LT button
Reload/Action	X button
Pick Up Weapon	Hold X button
Throw Grenade	RB button
Spike Grenade	D-pad [right]
Subsonic Grenade	D-pad [down]
Tectonic Grenade	D-pad [up]
Vortex Grenade	D-pad [left]
Switch Weapon/Sprint	Press/Hold Y button
Melee	B button
Raise Terrain	RB button
Lower Terrain	LB button
Jump	A button
Entrencher Jump	Double-tap A button
Entrencher Stomp	While jumping press B button
Hint Cam/Scoreboard	BACK button
Pause/Objectives	START button

VEHICLE CONTROLS (TDV-1)

Enter Vehicle/Turret	Hold X button
Fire Turret	LT button
Forward/Reverse	Left Stick
Steer Left/Right	Right Stick
Brake	RB button
Aim	Right Stick
Boost	LT button
Create Ramp	RB button
Grind Into Ground	LB button
Exit Vehicle/Turret	X button
Detonate Ramp	A button

XBOX LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Connecting

Before you can use Xbox LIVE, connect your Xbox 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.

Languages That Aren't Supported in the Xbox 360 Dashboard

If your game is available in a language that isn't supported in the Xbox 360 Dashboard, you must select a corresponding locale (region) in Console Settings to enable that language in the game. For more information, go to www.xbox.com.

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WELCOME TO THE FUTURE

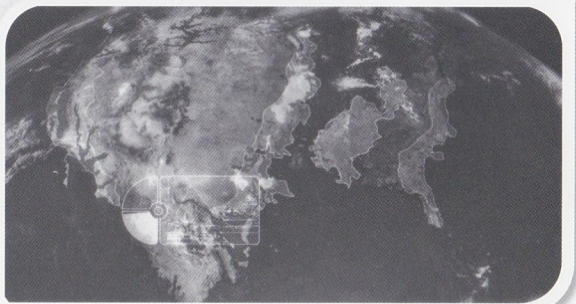
HOW DID IT COME TO THIS?

That's the question nobody asks anymore. Everyone knows the answer. How could it not?

By the 22nd Century, mankind had passed the point of no return. Global climate change was irreversible. The melting polar ice caps, combined with drastic temperature changes and extreme weather phenomena, changed the lives of millions. Although the development of terrain deformation technology allowed the government to protect both the east and west coasts from the rising oceans, the central states weren't so lucky. The rising ocean level flooded them, splitting the United States in two, and similarly divided her citizens.

People and governments took drastic action in order to survive in the changing world. Soon, even the definition of what it meant to be human was put to the test. In the Western U.S. the "Pacificans" began altering human DNA to withstand the pressures of a changing world. That's when things got way out of control. The Atlantic Alliance chose another path. Instead, they developed cybernetics to protect Americans from extinction. They even passed laws to protect humanity from the threat of genetic engineering.

The Pacificans turned their back on America. They've chosen to secede from the United States and to continue engineering themselves right out of their own humanity. Now, the Alliance must fight to stop the Pacifican Army and keep them from destroying mankind.



MAIN MENU



Press the **Start** button at the Title Screen to access the Main Menu. Here you can access Campaign options, battle online with Multiplayer, adjust game Options, or view the game's Credits. Press the **A** button to confirm your selection.

CAMPAIGN

Select this option to access the single player campaign menu.

Continue Game: Continue *Fracture*™ from your last checkpoint.

New Game: Begin a new single player campaign.

Select Mission: Revisit previously unlocked missions in single player.

XBOX LIVE

Get online and battle against other players in several different modes of competitive play.

Quick Match: Jump right into a pre-set match.

Custom Match: Search for a pre-made match with more specific criteria.

Host Game: Set the parameters of the match yourself.

Leaderboards: View the top competitors of *Fracture*™ multiplayer.

OPTIONS

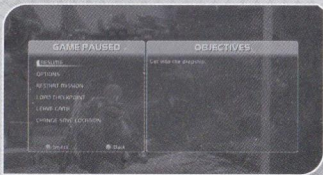
Access Display/Audio options, Controls settings, Game Options, and Credits for *Fracture*™.

Gamma, Music, Effects and Voice: Adjust the Gamma, Environmental Volume, Voice Volume and Music Volume.

Controls: Adjust Look Sensitivity, Invert Y-Axis, and Crouch Toggle.

Game Options: Toggle Subtitles ON/OFF and select your Preferred Faction for multiplayer.

PAUSE MENU



▼ Press the **ESC** button while playing *Fracture*™ to halt the game and open the Pause Menu. Use the D-pad or the left stick to select an option, and press the **A** button to confirm your choices. Your current objective is also displayed here.

RESUME

Exit the Pause Menu and resume playing your current game.

OPTIONS

Access Display/Audio options, Controls settings and Game Options.

RESTART MISSION

Restart gameplay at the beginning of your current mission.

RELOAD LAST CHECKPOINT

Restart gameplay at your last saved checkpoint.

LEAVE GAME

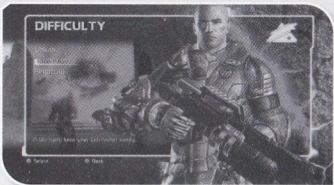
Exit your current mission and return to the Main Menu.

CHANGE SAVE LOCATION

Choose between Hard Drive or Memory Unit for *Fracture*™ saves.

DEPLOYMENT

STARTING A CAMPAIGN



DIFFICULTY MENU

Select CAMPAIGN from the Main Menu to begin your career as a soldier of the Atlantic Alliance. If this is your first campaign, you will be asked to choose your difficulty between CASUAL, STANDARD, or HARDCORE. Press the **A** button to confirm your selection.

LOADING A CAMPAIGN

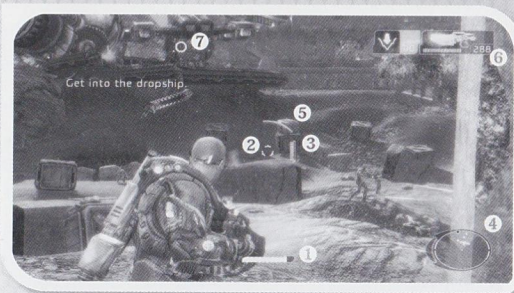
In the CAMPAIGN menu, select CONTINUE GAME to return to the last saved checkpoint you reached while playing single player. If you would like to play a previous level, select SELECT MISSION. Note that this will override your previously saved checkpoint.

SAVING A CAMPAIGN

As you play through the single player campaign, your progress will auto-save at checkpoints spread throughout each mission. When you exit your current playing session, the game will remember the last saved checkpoint, allowing you to jump right back into the action when you return. Note that selecting SELECT MISSION will overwrite your checkpoint and you will have to resume play from the start of the last mission you played.

DEPLOYMENT

HEADS UP DISPLAY (HUD)



1 OVERBODY SHIELD:

Your armour is equipped with an Overbody Shield system that is activated to protect you from damage. This shield depletes as you receive damage. If at any time the blue meter drains completely, you will no longer be protected, and any further damage you take will be fatal. Taking cover and avoiding damage for a short period of time will allow your shield to regenerate.

2 CROSSHAIR/WEAPON RETICLE:

Use the crosshairs to aim your weapon. The crosshairs will turn red when they are pointed at an enemy, and green when pointed at a fellow team member.

3 ENTRENCHER CHARGE:

Located to the immediate right of your crosshair, the Entrencher Charge shows you how much energy your Entrencher has left. This bar will fill slowly when not in use. If the bar depletes completely, you cannot use your Entrencher until it recharges. Additionally, the up and down arrows next to your charge meter will glow when the Entrencher is pointed at terrain that can be raised and/or lowered.

4 MOTION DETECTOR:

The radar displays the location of team members, enemies, and current objectives. Team members appear as green dots, enemies appear as red dots, projectiles appear as yellow dots, turrets appear as triangles, and objectives appear as white circles.

5 DAMAGE INDICATOR:

With enemies surrounding you from all angles, it is sometimes difficult to notice the location of your attacker. The red damage indicator points in the direction of enemies who are focusing their fire on you. The amount of damage you've taken is indicated by the feather-like spread on the arrow.

6 WEAPON/AMMO DISPLAY:

The weapon display shows the weapon and grenade you currently have equipped, as well as the ammo count for each.

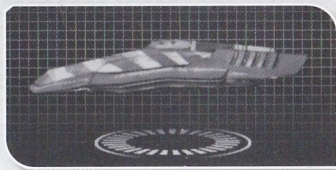
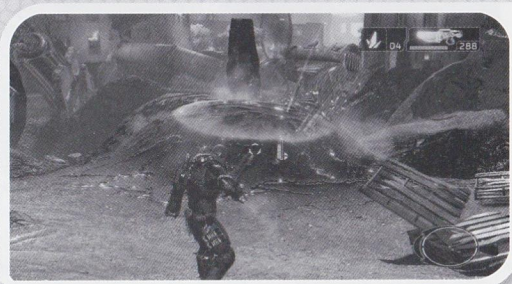
7 OBJECTIVE MARKER:

If at any time you are unsure of where your next objective lies, look for the objective marker, located both in your radar and on the game screen. The white circle indicates the direction you need to travel to reach the next needed object or area. Centre your crosshairs over the white circle to see exactly how far away you are from reaching that objective. When the player obtains a new mission, text will be displayed on screen describing the objective.

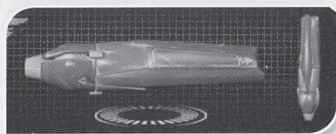
TERRAIN DEFORMATION

The ability to instantaneously transform the land beneath our very feet has changed our way of life. This technology helped to save many lives by securing the America's shores from ocean flooding. But TD has other benefits, less well-known benefits.

TERRAIN ALTERING EQUIPMENT



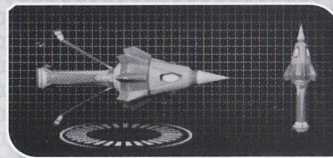
▼ **THE ENTRENCHER:** Technically your first Augmentation, the Entrencher is the bread and butter of terrain deformation. The Entrencher can be used to raise or lower ground in the heat of battle, creating cover where there was none and helping you reach previously inaccessible areas.



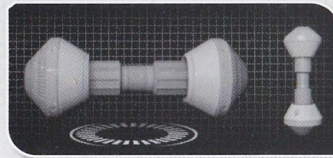
▼ **SPIKE GRENADES:** Tossing this grenade causes a large molten spike of terrain to shoot up from the ground. This is great for raising or removing fixed objects. Additionally, you can throw one at your feet and ride up as it grows. This will not inflict any damage to you. Recollect Spike Grenades if thrown on non-deforming surface.

TERRAIN DEFORMATION

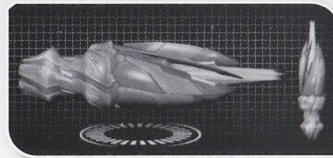
TERRAIN ALTERING EQUIPMENT CONTINUED



▼ **SUBSONIC GRENADES:** This grenade emits low-level vibrations upon detonation that resonate through the ground, causing the formation of large sinkholes. This provides excellent covert cover and helps remove terrain obstructions. The kinetic pulse created by the explosion also damages nearby enemies.



▼ **TECTONIC GRENADES:** Tectonic grenades set off a series of localised shockwaves when they explode, causing the terrain near its point of impact to rise up. Any materials or personnel caught within the blast radius will be damaged and knocked away.



▼ **VORTEX GRENADES:** The Vortex grenade creates a magnetic whirlpool at its point of impact, with a slowly increasing velocity. This ferocious Vortex pulls objects and enemies in toward its centre, whipping them around until the vortex eventually explodes. The explosion causes extensive damage to everything within it.

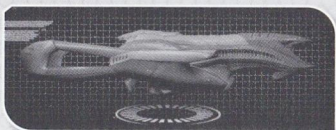
LOCK AND LOAD

WEAPONRY

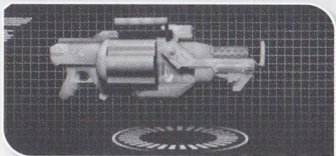
While altering the terrain lends a great advantage in many situations, that landmass you just created for cover won't do much to keep you safe if you don't have weapons to defend yourself. Listed below are some of the weapons that will serve as your strong arm throughout your tour of duty. Take note that you are only able to carry two weapons at any given time.



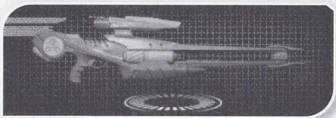
▼ **THE BULLDOG:** This is a standard issue assault rifle. Best used at close to medium range to shred enemies to pieces.



▼ **BANGALORE:** Blow apart structures and enemies alike with this powerful rocket launcher. The Bangalore fires off a single missile with large destructive capability.



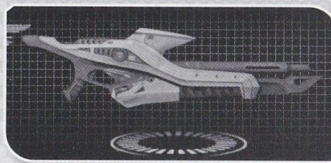
▼ **UG-V BLACK-WIDOW:** The Black-Widow fires a projectile that sticks to the surface of any object or person it comes in contact with. Press the **X** button to detonate the explosive. You can fire and then detonate up to six rounds of the Black-Widow before you must reload.



▼ **SCORPION:** Pick off your enemies from afar with this deadly, long-range sniper rifle. Click the right stick to zoom in for better accuracy.

LOCK AND LOAD

WEAPONRY CONTINUED



▼ **RAPTOR:** This Pacifican rifle fires off a powerful single shot with reliable stopping force. Click the right stick for a mid-range zoom.

SINGLE PLAYER AUGMENTATIONS

Throughout the campaign, you will gain abilities that further your value on the battlefield. Listed below are a handful of some of the cybernetic upgrades you accumulate.

SHIELD ALPHA: The first augmentation upgrade is an enhanced overbody shield. Find or create cover to allow your shield to automatically recharge.

ENTRENCH ALPHA: Equips the Entrencher which is available throughout the game.

STRENGTH ALPHA: Increases the damage done by close range melee attacks.

ENTRENCH BETA (ENTRENCHER JUMP): Allows you to simultaneously jump and use terrain deformation to dramatically increase the basic jump height.

SHIELD BETA: Upgraded shield that allows you to take more damage.

ENTRENCH GAMMA (ENTRENCHER STOMP): Increases the force with which you descend from a jump and allows you to create a shockwave upon landing that damages all nearby enemies.

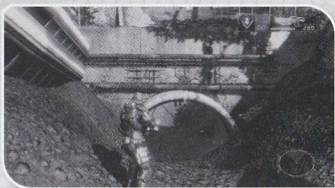
SHIELD GAMMA: Upgrades shield to maximum strength.

STRENGTH BETA: Upgrades damage done by melee attacks and adds a lunge ability that allows you to reach enemies that are further away.

ON THE BATTLEFIELD

NAVIGATING THE WAR ZONE

War, genetics and terrain deformation have drastically rearranged the face of the America we know today. Safety is a rare commodity and it would be wise to adapt if you wish to survive. Below you will find pertinent information about the battlefield, as well as how to best navigate and understand your objectives. Read and internalise this information, as you can be sure that your enemies already have.

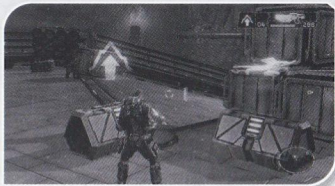


CONSTRUCTING PATHWAYS

Keep an eye out for areas that can be altered to reveal new pathways. If there's a long metal grate laying flat on the ground, toss a spike grenade underneath one end to raise it into the air and gain access to higher areas. Use your Entrencher to lower the ground near buildings; sometimes you'll find an underground pathway leading inside.

HINT CAM

When Vortex grenades are tearing up the ground and Pacificans are laying suppressive fire, it may be difficult to get your bearings straight. Available hints will be displayed on screen. Press the **OK** button for a quick view of where your next destination should be.



WEAPON CRATES

Strewn throughout the levels are Weapon Crates. These crates can hold either weapons or grenades. A glowing hologram above the crate indicates what type of weapon can be found inside. Hold the **X** button to equip a new weapon. Stand near a crate to refill ammo for weapons and grenades that are already equipped. You can return at any time to refill to maximum capacity.

ON THE BATTLEFIELD

NAVIGATING THE WAR ZONE CONTINUED



TDV-1

The TDV1 has been engineered to navigate the harshest of terrain. Equipped with a powerful booster, large treads for maximum traction, a side mounted turret for offensive capabilities, and even its own terrain deformation utilities, this vehicle flourishes on the battlefield and sends fear into the hearts of the enemy.



DRAGON'S BREATH

Usually found in heated battle zones, this turret is capable of tearing through enemy lines with its unlimited amount of ammunition. Press the **X** button to jump into the gunner seat and the **OK** button to fire at enemy troops. Press the **X** button again to exit the Dragon's Breath.

MULTIPLAYER

Take the battle online with a multitude of game types and locations. Duke it out for dominance of our great country with up to 11 other players. You have the option to join a Quick Match, search for a Custom Match, or create your own rules with Host Game. You can also check the Multiplayer Leaderboards for info on the best players.

XBOX LIVE

GAME TYPES

FREE FOR ALL

Battle to the death in this classic one versus all game mode.

TEAM FREE FOR ALL

Join either the Alliance or Pacifican forces as they battle each other for supremacy. Same as Free for All, but with teams vying for the win instead of individuals.

CAPTURE THE FLAG

Join either the Alliance or Pacificans and fight to capture the opposing team's flag while working to defending your own.

ONE FLAG CAPTURE THE FLAG

Similar to Capture the Flag except that there is only one flag placed in the map that each team must fight to capture and return to their base.

KINGMAKER

Players fight each other and attempt to hold a clearly designated high ground for as long as possible.

TEAM KINGMAKER

Players must work in teams as either the Alliance or Pacificans and battle for dominance of the designated high ground. Same as Kingmaker, but with teams. Points accumulated increase as more team members hold the high ground in unison.

BREAK-IN

As the name of the game implies, the object of this match is to break into the opposing team's bunker and hold the designated capture point for as long as possible.

EXCAVATION

This team game has Alliance and Pacifican forces attempting to capture and control a number of key areas on the map. Each team must travel to the indicated areas and "burrow" down with their terrain deformation equipment to reach the glowing beacon below. When this occurs, a large spike will erupt with the team's colour of the player who uncovered it, giving that team points for however long it remains. The opposing team may destroy it by shooting it apart.

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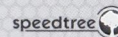


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