



XBOX 360

XBOX
LIVE

FEAR™

FIRST ENCOUNTER ASSAULT RECON



DAY-1 STUDIOS



SIERRA

Vimm'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 (see inside of back cover).

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 television screen.
- Use a smaller television 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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Welcome to F.E.A.R.™

In 2002, the US army formed a secret unit dedicated to combating paranormal threats to national security. The unit was named First Encounter Assault Recon.

As the point man for this special unit, you will face threats that no other military team is trained to deal with—you are the elite among the elite. A powerful arsenal of sophisticated weaponry and superior physical skills will help you face the challenges ahead of you—but it won't mean a thing if you aren't mentally prepared for the unexplainable. Learn to expect the unexpected. Welcome to F.E.A.R.

Main Menu

The following options are available in the Main Menu:

Campaign

Play through the F.E.A.R. Story Mode.

Instant Action

Jump right into combat against the signature F.E.A.R. AI. You will be scored on how well you do, and scores can be posted to Xbox Live® Leader Boards.

Xbox Live®

Play F.E.A.R. multiplayer over Xbox Live®.

Options

Change control schemes, tweak audio/video settings and change other in-game options.

Campaign

Learn the true meaning of F.E.A.R.

New Game

Begin a new game.

Continue Game

Continue your story mode play from a previously created save file.

Select Mission

Replay any previously completed mission. You will begin with a default inventory. Missions played through Select Mission have no bearing on your story mode play.

Bonus Mission

Play a new mission that expands upon the story of F.E.A.R. This mission is unlocked by completing Mission 10: Blindside.

Difficulty

Players must select a difficulty setting upon beginning a New Game or starting an Instant Action map. Difficulty can be changed in the Options Menu once gameplay has begun. Achievements linked to higher difficulty settings will not be earned if you begin on the required difficulty setting and then switch to a different setting during play.

Low

Enemies are less accurate, and their attacks do less damage.

Moderate

This is the default difficulty for the game and is intended to challenge seasoned first-person shooter players. Enemies are tough and do a fair amount of damage.

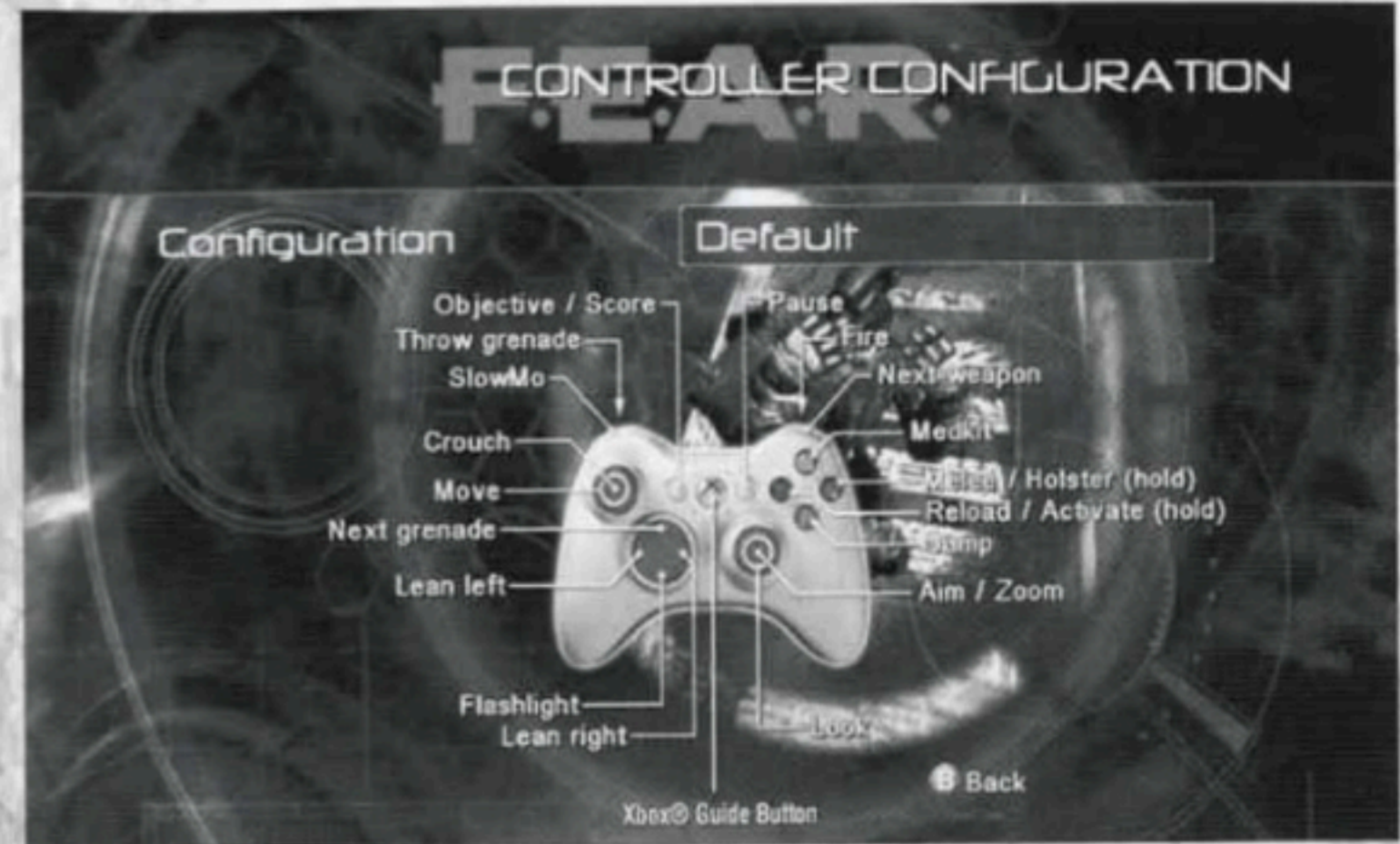
Hard

Enemies do a lot of damage and are extremely accurate. A challenge intended for veteran first-person shooter players.

Extreme

Intended only for the hardest of the hardcore. Enemies are unrelenting.

Controls



Action

Look/Aim
Move
Fire Weapon
Throw Grenade
Next Weapon
Toggle Slow-Mo
Jump
Reload
Activate/Swap Weapon
Melee
Holster Weapon
Use MedKit
Next Grenade Type
Toggle Flashlight
Lean Right
Lean Left
Aim Down Sight/Zoom
Toggle Crouch
Pause
Objective/Score

Default Button

Press and hold X
 Press and hold B
 Y
 D-Pad Up
 D-Pad Down
 D-Pad Left
 D-Pad Right
 L3
 R3
 Guide
 Start
 Back

*All button presses described in the following section are based on the default control scheme. Button presses may vary with alternate configurations.

Melee

As a member of F.E.A.R., not only are you deadly with a weapon, you are also highly skilled in melee combat. Your melee attacks are extremely powerful; if you can get in close to an enemy, you may be able to take him out with one blow.

Standard Melee Attack
 Roundhouse Kick
 Flying Jump Kick
 Slide Tackle

B
 A+B
 L+A+B
 L+R+B

Slow-Mo

As the F.E.A.R. point man, you exhibit heightened reflexes. For brief periods of time, you can move so fast that the rest of the world seems to be moving in slow motion. The Slow-Mo Meter in the center of your screen lets you know when Slow-Mo is available to use. The meter will turn red as Slow-Mo runs out. When Slow-Mo is not in use, it will automatically recharge. You will often find yourself facing superior numbers, so be sure to use your superior reflexes to even the odds.



Weapon Inventory

You can only hold three weapons at a time. If your weapon inventory is full and you find a new weapon you want to pick up, you will need to discard an old weapon to pick up the new one. Decide which weapon you want to give up and then cycle to it using the Next Weapon button (D). Once you are holding the weapon you want to drop, press and hold the Activate button (X) to pick up the new weapon while dropping the old one.

The Hand Icon

Any time you see the hand icon appear, you are near an item that can be used. The hand icon appears at doors that can be opened, ladders that can be climbed, laptops and phones that have important information on them, and other items that are useful or of interest. To use an item, press and hold the Activate button (X).



Heads Up Display (HUD)



Incoming Transmission Indicator (Upper Left):

Your teammates' radios are designed to broadcast an identification code at the start of each message. The Incoming Transmission Indicator will show you the name and function of the individual who sent the message.

Arsenal Display (Upper Left):

This displays your current weapons and the total amount of ammo carried for each. Blue icons indicate that the weapon is ready for use, while red indicates that the weapon cannot be used until you find more ammo for it.

Flashlight Meter (Bottom Left):

This meter shows the charge in your flashlight battery. The flashlight will automatically charge when not in use. You can activate your flashlight whenever the meter is not empty. When on, your flashlight battery will gradually drain until it's depleted.

Health Monitor (Bottom Left):

The health monitor shows the severity of your injuries based on readings of your vital signs. The lower it goes, the closer you are to death. The monitor will turn red when you have less than 50 health points and will blink rapidly if you fall below 25 health points. If it reaches 0, you will die. Frequent use of medkits and medical stations will keep you healthy and maximize your potential for living through your assignments.

Armor Monitor (Bottom Left):

Your armor includes impact sensors that can accurately determine the amount of protection you have at any given time. Once your armor is gone, you will take a lot more damage from small arms fire, so be sure to pick up any additional armor that you may find lying around.

Crosshair (Center):

At the center of your screen is the crosshair. Use this to aim your weapons at enemies. Your crosshair is electronically tuned to both you and the weapon you are currently carrying. It will automatically resize itself based on your equipped weapon, your stance and your current movement speed. A smaller crosshair means greater precision.

Slow-Mo Meter (Bottom Center):

Your Slow-Mo ability is constantly charging whenever you aren't using it. This meter shows how much Slow-Mo ability you have stored. If the meter is blue, you are free to initiate Slow-Mo. If the meter is red, you must wait until it turns blue before you can initiate Slow-Mo. Reflex booster powerups will increase the size of this meter.

Medkit Inventory (Bottom Right):

This display shows you how many Medkits you have in your inventory. You can use these to restore some of your health if you get injured. The maximum number of Medkits you can carry is 10.

Grenade Selection (Bottom Right):

While you may be carrying up to three types of grenades at once, you can only have one type ready to throw at any time. This icon will show you the grenade type that you currently have selected. The number to the left of the icon shows how many grenades of this type you have in your inventory.

Ammo (Bottom Right):

This display shows the amount of ammo left in the weapon you're holding, as well as the total amount of this ammo type that you have remaining. When your gun runs out of ammo, you will automatically reload more of the same ammo type. If there isn't any more ammunition of the same type available, the next available weapon will be selected.

WEAPONS

As the point man for your team, you're going to need the kind of firepower that can get the job done under a wide variety of circumstances. For this reason, you'll be outfitted with the standard F.E.A.R. loadout for most of your missions.

Your primary weapon is the lightweight RPL Sub-Machine Gun. It's fully automatic with a very high rate of fire, and you can carry around plenty of ammo for it. It's very handy for dealing with unarmored and fast-moving targets.



All F.E.A.R. personnel are outfitted with an AT-14 Pistol. Should you come across another pistol in the field, you have been provided with training that will allow you to dual-wield them for maximum efficiency.



You will find additional weapons in the field.

GEAR

Your monitoring equipment will let you know when you're in need of medical attention, but it's up to you to keep yourself patched up and protected.

Medkits can be collected and then used when you need first aid for your wounds. Keep an eye out for these when in the field.



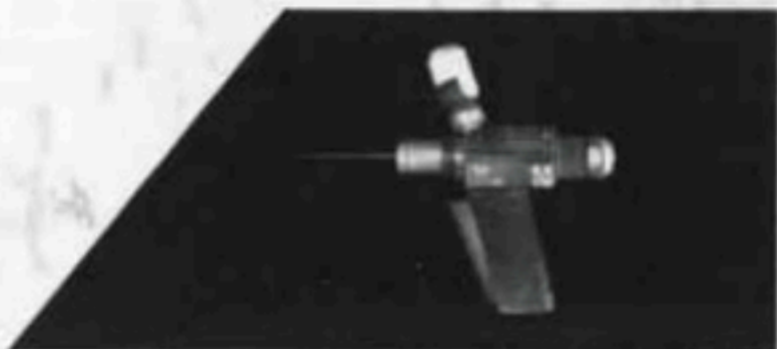
Be on the lookout for replacement Body Armor once yours has been damaged. Armor will help to protect you against standard weapon fire, but it does not protect against explosive or environmental damage.



Health Boosters permanently increase your maximum health by a small amount.



Reflex Boosters permanently increase your maximum Slow-Mo time.



Ammo Refill Stations will slowly fill up your ammunition reserves when you stand near them. Many stations also have extra grenades. Note that these can only be found in multiplayer games.



Health Stations will slowly regenerate your health whenever you stand near them. Note that these can only be found in multiplayer games.



Instant Action

Instant Action is a competitive single-player mode. Fight against the ferocious F.E.A.R. AI in maps that are inspired by some of the signature fire fights from the single-player campaign. As you play through Instant Action, you will be scored based on time to complete, accuracy, amount of health and armor used and a variety of other factors. Scores can be posted to Leaderboards on Xbox Live® so that you can see how you rate against the best F.E.A.R. players in the world. There are different Leaderboards for Moderate, Hard and Extreme difficulty. There is no Leaderboard for Instant Action when played on Low difficulty.

Multiplayer

Play Deathmatch, Team Deathmatch, Capture the Flag, Elimination and Team Elimination via Xbox Live®. Support for 16-player online multiplayer ensures plenty of F.E.A.R. some fragging.

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 console to a high-speed internet connection and sign up to become an Xbox Live member. For information about connecting and to determine whether Xbox Live is available in your region, go to www.xbox.com/live.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young gamers can access based on the content rating. For more information, go to www.xbox.com/familysettings.

Ranked Quick Match

Find ranked matches for competitive play. You cannot invite friends to a ranked match.

Player Quick Match

Find standard matches. Friends can be invited to standard matches.

Custom Match

Search for a particular type of match or map.

Create Match

Create a match. You control the match type, game type, map, number of players and other game settings.

Multiplayer Game Types

Death Match

Everyone against everyone in all-out mayhem.

Team Death Match

Your team against another team in a battle to the virtual death.

Capture the Flag

Work as a team to capture the enemy's flag and protect your own.

Elimination

You only have one life, so be careful. Once you have been fragged, you are down for the count until the next round begins. The last person standing wins.

Team Elimination

Square off against another team in an Elimination match. The last team with a player alive wins.

Slow-Mo in Multiplayer

There are Slow-Mo variations of the Death Match, Team Death Match and CTF game types. In multiplayer, Slow-Mo is a pick-up acquired by grabbing a reflex booster placed on the map. The player with the Slow-Mo booster will glow blue and will be visible on everyone's HUD, so grabbing the reflex booster will make you a target. When Slow-Mo is initiated in multiplayer, time will slow down for all players in the game, but the player with the Slow-Mo booster and any players on that person's team will be able to react quicker than their foes. When the person with the Slow-Mo booster is killed, the booster will drop at their feet and can then be picked up by any other player.



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Vimm's Lair