



XBOX 360™

XBOX
LIVE®

The Outfit



FIELD GUIDE



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:

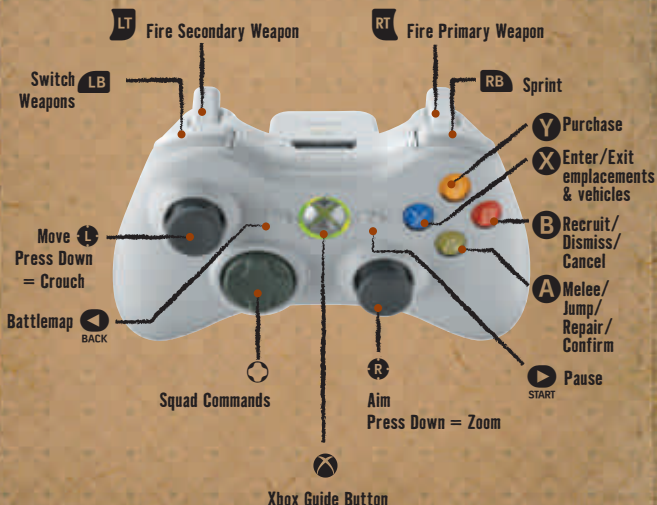
- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

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

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In 1941 the US joined World War Two. Since then, military doctrine has called for large, powerful forces to wield against the enemy. Backed by the incredible production capacity of US factories, these massive armies used brute force and sheer numbers to prevail. If the army is the 'broadsword', a chosen few are the 'scalpel'. Able to strike deep into areas the army can't, they are tasked with the type of daring, near suicidal missions that win wars. Specialists in improvised explosives, experts in both Allied and Axis warfare, these volunteers are the best of the best.

THEY ARE THE FIRST SECRET ELITE FORCE IN US HISTORY.
THEY ARE...THE OUTFIT.



Here's a brief rundown of how the default controls for the Xbox 360 Controller work.

CONTROL	FUNCTION
	Move
Press Down	Crouch
	Squad Commands
	Aim
Press Down	Zoom
	Melee/Jump/Repair/Confirm
	Recruit/Cancel
	Enter/Exit emplacements & vehicles
	Destruction on Demand™
	Sprint
	Fire Primary Weapon
	Pause
	Battlemap/Objectives
	Switch Weapons
	Fire Secondary Weapon/Throw

The Main Menu provides the following choices.

- **CAMPAIGN:** Start or continue the Single Player game.
- **MULTIPLAYER:** Allows you to play a Multiplayer game.
- **OPTIONS:** Brings up the Options menu.
- **MEDALS:** Where your prowess and past glory is on display.

Navigate the menus with either  or .

- **A** Confirm selection
- **B** Cancel selection

CAMPAIGN MENU

The Campaign menu provides the following choices:

- **NEW CAMPAIGN:** Begins a new single-player campaign.
- **RESUME CAMPAIGN:** Loads your most recently reached game.
- **LOAD GAME:** Allows you to select a previously saved game to continue.
- **MOVIE THEATER:** Allows you to view Cinematics from missions you've already completed.

MULTIPLAYER MENU

Within the Multiplayer menu there are the following choices:

- **XBOX LIVE®:** Takes you to the Xbox Live menu appears.
See "Xbox Live" below.
- **SPLIT SCREEN:** Allows two people to play Co-op Versus games of The Outfit on one Xbox 360.
- **SYSTEM LINK:** Allows two or more Xbox 360 consoles to be linked together for multiplayer matches.

OPTIONS MENU

Selecting Options will allow you to modify your game settings.

- 1 MINI-MAP:** A top down view of the current mission area, displaying icons representing your position and the position of mission objectives and friendly units.
- 2 HEALTH METER:** The health meter indicates your current health level. When the level drops to zero, your character dies.
- 3 STAMINA:** The stamina meter indicates your current stamina level. When the level drops to zero, your character will not be able to sprint until it recharges.
- 4 FU METER:** The amount of Field Units (FUs) you have accumulated and have available to spend.
- 5 OBJECTIVES METER:** An indicator of whether or not you control the Motor Pool, Armory, or Radio Tower.
- 6 TARGETING RETICULE:** The targeting reticule changes color based on the target selected. Green for friendly targets, red for enemies.
- 7 OVERHEAT METER:** On either side of the targeting reticule is a meter showing the weapon's temperature. An overheated weapon will not fire until it cools down.
- 8 GRENADE THROW METER:** The overhear meter will fill up with blue to show you how far your grenade will travel.
- 9 SQUAD COMMAND DISPLAY:** The current number of men in your squad is displayed here, along with the Squad Commands available to your hero.



The following are displays shown only in specific game types or situations:

- **COMMAND POINTS:** In games where the objective is to reduce Command Points of the other team, the total Command Points possessed by both teams is visible to both players (see Multiplayer Game types).
- **OBJECTIVES & BATTLE MAP:** Pressing  will bring up your Objectives Screen, which displays an expanded view of the mission area, remaining mission objectives, and other important information.



Each member of The Outfit is a specialist in their own brand of warfare. They have their own specific strengths, weaknesses, and abilities, and their weapons reflect their personalities. As you progress through the single-player and multiplayer game, your heroes will have access to increasingly powerful weaponry.

THE OUTFIT

CAPTAIN DEUCE WILLIAMS

As the leader of The Outfit, Deuce has earned the admiration of his men the hard way — in battle. He's repeatedly turned down promotions in order to remain in the field where he can do the most damage.

PRIMARY WEAPONS:

- **BAZOOKA** - Most effective against vehicles and emplacements, its shots travel in an arc rather than a straight line. Learn how to gauge your distance for maximum accuracy.
- **HEAVY BAZOOKA** - The nasty big brother of the bazooka, it packs a wallop that scares tank commanders out of their cockpits.
- **ANTI-TANK RIFLE** - This monster's incredible firepower has made it Deuce's weapon of choice.



SECONDARY WEAPONS:

- **.45 REVOLVER** - Deuce's 7.5 inch barreled, .45 caliber pride and joy. Deadly at short range.
- **FRAG GRENADE** - Effective against both infantry and armor, it dishes out damage in a wide radius.

SERGEANT THOMAS 'MAC' MACINTYRE

Tommy Mac is a big Iowa farm boy. All brawn and no finesse, his straightforward style and incredible strength have earned him a reputation for getting the job done.

PRIMARY WEAPONS:

- **GREASE GUN** - A compact .45 caliber machine pistol. Excellent in close quarters.
- **SUB-MACHINE GUN** - Every grunt's best friend. It packs a heavy punch and higher accuracy than the Grease Gun.
- **LIGHT MACHINE GUN** - Meant for use in emplacements, Tommy's incredible strength allows him to fire this beast from the shoulder.



SECONDARY WEAPONS:

- **FLAMETHROWER** - Fires a high-pressure jet of flaming liquid. A horribly destructive anti-infantry and vehicle weapon.
- **STICKY BOMB** - The poster child for improvised explosive devices. One of these slapped on your tank is a one-way ticket to Hell, expenses paid.

LIEUTENANT JOHN DAVIS TYLER

Though John Davis (J.D. for short) Tyler was born and raised in New York City, he spent his early days with his grandfather in the backwoods of New England where he learned his now-legendary stealth, tracking, and marksman skills.

PRIMARY WEAPONS:

- **LIGHT RIFLE** - Delivers quick, potent, highly accurate shots. Ineffective against armor, emplacements, and structures.
- **RIFLE** - More powerful than the Light Rifle and with a faster rate of fire, its improved zoom makes it especially lethal.
- **SNIPER RIFLE** - A long range, high accuracy weapon. It sports the best zoom, excellent accuracy, and deadly stopping power.

SECONDARY WEAPONS:

- **TRENCH SHOTGUN** - Fires a wide blast of buckshot pellets. Use this for up close and personal situations where lethality is ensured.
- **MOLOTOV COCKTAIL** - A bottle filled with J.D.'s special blend of explosives and a lit fuse. Devastating to vehicles and infantry alike.



THE ENEMY GENERAL HANS VON BECK

Born into privilege, raised like nobility, Hans Von Beck was afforded the best upbringing Germany had to offer. His cynicism about the Nazi regime is tempered only by his sense of duty and love for his country.

PRIMARY WEAPONS:

- **STURMPISTOLE** - The world's first (and last) Anti-Tank pistol. A highly portable anti-armor weapon, it fires projectiles in arcing paths to a deadly finish.
- **PANZERFAUST** - Fires armor-piercing rockets. Incredibly powerful, it's the envy of many Allied Bazooka teams.
- **PANZERSCHRECK** - The pinnacle of shoulder-mounted Axis weaponry, it's effective against heavy armor and emplacements.



SECONDARY WEAPONS:

- **HUNTING SHOTGUN** - An heirloom of the Von Beck family. It fires a fine spray of shot in a wide cone, making it effective up close versus infantry.
- **FRAG GRENADE** - Effective against both infantry and armor, its explosive charge dishes out damage in a wide radius.

GENERAL VIKTOR MORDER

Viktor Morder rose to the rank of SS General the only way one can, by embracing the cause. His cunning intelligence is matched only by his cruelty and ambition. He may not give his own life for the Reich, but he's happily given the lives of his men time and again.

PRIMARY WEAPONS:

- **MP44** - Lightweight with a large magazine and a quick rate of fire, it's the mainstay of the Axis infantry.
- **MG34** - Intended to be used with a tripod, Morder's sheer force of will allows him to fire from the shoulder.
- **MG42** - The last word in Machine Gun design, this gun dishes out incredible damage with range and accuracy.

SECONDARY WEAPONS:

- **FLAMETHROWER** - Fires a high-pressure jet of flaming liquid. A horribly destructive anti-infantry and vehicle weapon.
- **STICKY BOMB** - The poster child for improvised explosive devices. One of these slapped on your tank is a one-way ticket to Hell, expenses paid.



NINA DIEDERICH

A high-ranking member of the SS Female Auxiliaries, Nina Diederich holds a position of remarkable power in the Nazi Army. A deadly assassin, she excels in covert operations and serves as General Morder's personal bodyguard.



PRIMARY WEAPONS:

- **LIGHT RIFLE** - Delivers quick, potent, highly accurate shots. Ineffective against armor, emplacements, and structures.
- **RIFLE** - More powerful than the Light Rifle and with a faster rate of fire, its improved zoom makes it especially lethal.
- **SNIPER RIFLE** - A long range, high accuracy weapon. It sports the best zoom, excellent accuracy, and deadly stopping power.

SECONDARY WEAPONS:

- **PISTOL** - A fast rate of fire makes the pistol excellent for short range combat, as it is more versatile than cumbersome rifles.
- **MOLOTOV** - Hot liquid devastation.



Once your hero is selected, you're assigned a squad to command. Each hero comes with squad mates that complement their strengths. Use them to mount coordinated attacks, man vehicles and emplacements, or defend strategic locations.

Your squad will take advantage of cover and terrain, intelligently focusing their fire as they carry out your orders. It's up to you to determine how to best use your squad, so take charge and hit the enemy where it hurts!

USING SQUAD COMMANDS

Squad Commands are specific orders that, once issued, enable your squad to function as a unit to accomplish daring and deadly feats of combat prowess! Each hero is able to issue Squad Commands, some of which are only available to them. Here's how they work:

ASSAULT (AVAILABLE TO ALL HEROES)

Your squad will split into two groups and, using cover, rush an enemy position while hurling grenades and spraying the location with gunfire. When the squad reaches their destination they will engage remaining enemies in melee combat until they are eliminated. Press up on the  to order the Assault Command.

SUPPRESS (AVAILABLE TO ALL HEROES)

Your squad will advance on the enemy, pouring inaccurate but withering fire on them. The intensity of this attack will be such that the enemy is forced to run to nearby cover. Suppress will cancel enemy Squad Commands, so timing is critical. Press left on the  to order the Suppress Command.

MELEE (AVAILABLE TO DEUCE AND VON BECK)

Your squad will cease fire and sprint toward enemy soldiers, engaging them in deadly hand-to-hand combat. The Melee Squad Command does not work against vehicles. Press right on the  to order the Melee Command.

TEAR GAS (AVAILABLE TO TOMMY MAC AND MORDER)

Your squad advances on the selected Machine Gun Nest or Anti-Tank Gun and fires Tear Gas canisters. The canisters hit the ground, forcing any units in the area to evacuate. This Squad Command works only against Machine Gun Nests and Anti-Tank Gun emplacements. Press right on the  to order the Tear Gas Command.

VEHICLE ASSAULT (AVAILABLE TO J.D. AND NINA)

This Squad Command works like the Assault Squad Command, but is effective against vehicles. Press right on the  to order the Vehicle Assault Command.

CANCELING SQUAD COMMANDS

You can cancel a Squad Command by pressing down on .

The US Military's resources are yours to command. Use Destruction on Demand™ to order reinforcements, Machine Gun Nests, Anti-Tank Guns, vehicles, artillery bombardment, and even Air Strikes. Call it in whenever and wherever you need it to best achieve your objectives and devastate everything from here to Berlin!

Nothing comes for free...everything you can order with Destruction on Demand™ will cost you Field Units (or FUs for short).

FUs are earned by fighting. Killing enemy soldiers, destroying their vehicles and emplacements, demolishing the world around you, even taking casualties earns you this valuable resource. When you have been awarded enough FUs, simply bring up Destruction on Demand™ (by pressing **Y**) and dial in your request. Your gear will be air-dropped into battle by supply planes.

When used properly, armored vehicles are a dominant force on every battlefield.

Use the Destruction on Demand™ Menu to call in any one of the many vehicles available to you in The Outfit. Or, if you're running low on FUs, you can scout for abandoned vehicles or even hijack one of the enemy's!

It's important to remember that many vehicles in The Outfit need more than one person to operate fully. On your own you will be able to fire weapons or drive, but not both. This is where your squad comes in. Members of your squad will man empty positions, allowing you to drive and fire at the same time. Make sure that you don't leave your squad in the dust as you zoom off to engage the enemy!

When manning a vehicle, your primary and secondary fire buttons operate the weapons on the vehicle (**RT** & **LT**). You control the vehicle as you would your hero.

If you have enough FUs, you can repair damaged vehicles by standing next to them and pressing **A**.

Capturing the Motor Pool allows you to requisition and use more advanced vehicles.

ALL-PURPOSE VEHICLES

The lightest and most maneuverable vehicles in the Allied arsenal.

4X4

Equipped with a .30 cal machine gun. Use it to get across the map quickly and send enemy troops scurrying!



VEHICLES (CONT.)
ALLIED VEHICLES

BAZOOKA 4X4

Equipping the 4x4 with a bazooka makes it an effective but fragile anti-armor unit.



M8 GREYHOUND

A nimble armored attack vehicle, the Greyhound is immune to most small arms fire. With a .50cal machine gun and a menacing 37mm cannon, it's as deadly as it is graceful.



HALFTRACKS

The Allied Halftrack can be outfitted with three different weapon compliments.

HALFTRACK

The .50cal machine gun performs well against enemy infantry, and the armored hold can carry an entire squad to the battle front.



QUAD .50 HALFTRACK

The Quad .50 Machine Gun makes short work of infantry, aircraft, and light vehicles.



75MM HALFTRACK

Pump up your offensive by ordering a halftrack loaded with the brutal 75mm anti-tank cannon. It packs a wallop but is vulnerable to close-range attacks.



TANKS

Allied tanks are the heavy muscle of the Normandy invasion force.

TANK

Lumbering towards the Rhine, the Tank has proved itself time and again as a solid piece of American engineering. Armed with a .50cal machine gun and a 75mm cannon, it eats Nazis for breakfast.



VEHICLES (CONT.)
ALLIED VEHICLES

CROCODILE

Equipped with a medium-range flamethrower, the Crocodile is ideal for up close and personal work. Absolutely devastating at close range.



CALLIOPE

Nothing makes the enemy run for the hills like a Calliope. Equipped with a deadly 75mm cannon and a top-mounted rack bristling with rockets, the Calliope is the ultimate in long-range tank warfare.



ARMORED CARS

Known for their amazing reliability, the Axis Gun Car, Cannon Car and Puma are nimble, robust, and deadly troop carriers.



GUN CAR

The Gun Car is a cheap and speedy transport vehicle, packing a standard MG34 machine gun for defense.



CANNON CAR

The Cannon Car is equipped with a 28mm cannon, making it highly effective against infantry and light armor. It won't stand up to a tank but it can give halftracks a run for their money.



PUMA

A fast engine, 50mm cannon, and a 7.92mm machinegun make the Puma an 8-wheeled monster. What it sacrifices in maneuverability it makes up in its ability to go toe-to-toe against enemy armor.

WAGENS

The Axis Wagen combines the best of armor and maneuverability.

WAGEN

The Axis Halftrack is equipped with a 7.92mm Machine Gun. The equivalent of the Allied Halftrack, this troop transport is lighter on fire power but heavier on armor.



FLAMMPANZERWAGEN

The Flammpanzerwagen is equipped with a flamethrower and 7.92mm Machine Gun. Just as deadly as the Crocodile's flamethrower but with a lower FU requirement.



ROCKETWAGEN

The Rocketwagen is the ideal Axis long range mobile rocket platform. Useful for devastating Allied positions and destroying small towns.



TANKS

Axis tanks are legendary war machines, packing armor, agility, and brutally destructive fire power inside each devastating frame

PANZER

The Panzer makes short work of most everything that crosses its path. Equipped with a 75mm cannon and 7.92mm Machine Gun, it's more than a match for the Allied Tank. This tank defines the term blitzkrieg!



WIRBLEWIND

The Wirbelwind is equipped with four 20mm cannons. Originally designed as an anti-aircraft tank, it's delightfully lethal against personnel and light enemy armor.



PANTHER

The pinnacle of Axis armored warfare. Equipped with a voracious 75mm cannon and 7.92mm Machine Gun, the Panther is difficult to kill even when it's not fighting back.



There's a host of other units for you to find on the battlefield. Supply planes, civilian automobiles, Allied and Axis fighter-bombers, even armored attack trains are available to you in The Outfit. Aircraft are not directly controllable; however they are vulnerable to attack and can be destroyed with AA guns.



Like vehicles, emplacements are ordered with the Destruction on Demand™ menu and air-dropped into battle. Unlike vehicles, emplacements can't be moved once they are purchased so choose your locations carefully! When a ghosted image of the emplacement appears, position it with ⌚ and rotate it with 🔄. Choosing the right angle is critical, as emplacements have a fixed cone of fire.

You can use your emplacement directly, or order one of your squad mates to take control while you take the fight elsewhere.



THE ALLIES SPORT A BROAD ARRAY OF EMPLACEMENTS AND FIREPOWER.

MACHINE GUNS

Primarily anti-infantry weapons, machine gun emplacements are also effective against light armor.

**.30 CAL MACHINE GUN NEST**

An effective and inexpensive machine gun, useful in any defensive position.

**.50 CAL MACHINE GUN NEST**

Excellent for softening up tougher targets.

**40MM AA GUN NEST**

Highly effective against infantry, light armor, and enemy aircraft.



CANNONS & ARTILLERY

Firing potent armor piercing shells, Anti-Tank Guns are a deadly defense against enemy armor.

37MM ANTI-TANK GUN

Works well against lightly-armored targets.

**57MM ANTI-TANK GUN**

With its powerful armor-piercing gun, it's ideal for destroying most enemy armor quickly and efficiently.

**75MM ANTI-TANK GUN**

An incredibly powerful field artillery weapon that fires high explosive shells.



NOT TO BE OUTDONE, THE AXIS WAR MACHINE HAS ITS OWN DEADLY ARSENAL OF EMPLACEMENTS TO DEPLOY ON THE BATTLEFIELD.

MACHINE GUNS

Machine Guns are the mainstay of the Axis infantry.



MG34 MACHINE GUN NEST

Ideal for cutting enemy infantry to shreds.



MG42 MACHINE GUN NEST

Unmatched in its versatility, power, and ease of use, it's your best option for crowd control.



WIRBLEWIND AA GUN NEST

The anti-aircraft gun that packs a punch! Individual rounds are relatively weak but its sustained rate of fire more than compensates.



EMPLACEMENTS
(CONT.)
AXIS EMPLACEMENTS

CANNONS AND ARTILLERY

The cannons and artillery of the Axis forces are well-known for brutal firepower and reliability.



37MM ANTI-TANK GUN

Armor piercing rounds are effective against light to medium armor.



50MM ANTI-TANK GUN

Guaranteed to make short work of Allied armor.



75MM ANTI-TANK GUN

Simply put, a stationary tank cannon. Highly dangerous to all targets.





Capturing Strategic Objectives is critical to the war effort. These points provide you with respawn areas, reduce enemy Command Points, give you access to powerful vehicles and weaponry, and earn you valuable FJs. Here's how capturing works.

STRATEGIC OBJECTIVES



Occupy and successfully defend the area around a Strategic Objective for enough time and the point is yours. A captured Strategic Objective will have your flag raised over it, just as an enemy's point will have their flag raised. Check the flags for a quick and easy way to know what areas you control.

MOTOR POOLS & VEHICLES

When captured, the Motor Pool enables players to purchase upgraded vehicles like the Crocodile or the Calliope (provided you have enough FJs).

It can also serve as a respawn point should you be killed.



RADIO TOWER

Capturing the Radio Tower allows you to purchase Air and Artillery strikes, and in Multiplayer games over

Live can be used to eavesdrop on enemy voice communications using the Wiretap ability (provided you have enough FJs). It can also serve as a respawn point should you be killed.



ARMORY

The Armory allows the purchase of upgraded emplacements like the 75mm Anti-Tank Gun or the Wirblewind AA Gun (provided you have enough FJs). It can also serve as a respawn point should you be killed.



There are several different multiplayer game modes available for Split Screen, System Link, and Xbox Live online games. These multiplayer game types are:

- **STRATEGIC VICTORY:** You must capture the majority of the Strategic Objectives on the map. If a team controls enough of the Strategic Objectives, the opposing team begins losing Command Points. Losing all of your Command Points results in losing the match.
- **DEATHMATCH:** The side with the most enemy player kills at the end of the round wins.
- **DESTRUCTION:** The team with the most FJs at the end of the game wins. Everything that can be destroyed in the game will award you FJs when you blow it up.

You can customize your games in the following ways.

AXIS/ALLIES SELECTION

The host determines which players will be Axis and which will be Allied.

STARTING FJ AMOUNT

Define the amount of FJs each player starts the game with.

TIME TO RESPAWN

This is the amount of time before a player can respawn after they have been killed.

STARTING COMMAND POINTS

This option is only available for Strategic Victory games. The higher the number, the longer the game lasts.

GAME DURATION

When the timer expires, the player with the most kills wins.

HOSTING A GAME

Be sure that your Xbox 360 console is connected to the Internet and that you've subscribed to an Xbox Live account. Go to the Multiplayer Menu and then select the option to connect to Xbox Live. Once logged into Xbox Live, select "Host a Game" and give it a name.

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.

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.

GAME MODES

- **STANDARD MATCH:** Allows you join or host Custom or Quick matches.
- **RANKED MATCH:** Allows you join or host Custom or Quick matches that will affect your ranking on The Outfit Leaderboard.
- **CO-OP:** Invite friends to join you in the singleplayer campaign. You will only be able to play missions that everyone has reached, and will be unable to save progress except by completing the mission.
- **DOWNLOADS:** Takes you to the Downloadable Content area.
- **LEADERBOARDS:** Displays the Leaderboards for The Outfit, where you can see your ranking and how you stand up against other players around the world.

CONTENT DOWNLOAD

Using Xbox Live, you can connect to other players through the marketplace and download additional content.

VAROITUS

Lue ennen tämän pelin pelaamista Xbox 360 -konsolin ja oheislaitteiden käyttöohjeet sekä käyttäjän turvallisuutta ja terveyttä koskevat keskeiset ohjeet. Säilytä kaikki ohjeet tulevaa käyttöä varten. Saat kadonneen ohjeen tilalle uuden osoitteesta www.xbox.com/support tai ottamalla yhteyden Xbox-asiakaspalveluun (lisätietoja on takakannessa).

TÄRKEÄ VIDEOPELIENTEN PELAAMISTA KOSKEVA TERVEYSVAROITUS

TIETOJA VALOYLIHERKKYYDEN AIHEUTTAMISTA EPILEPTISISTÄ KOHTAUKSISTA

Hyvin harvat ihmiset voivat saada epileptisen kohtauksen tiettytyyppisistä visuaalisista kokemuksista. Tällaisia kokemuksia voivat olla esimerkiksi vilkkuvat valot tai videopeleissä esiintyvät kuviot. Jopa henkilöillä, joilla ei aiemmin ole ollut kouristuskohtauksia tai epileptisiä kohtauksia, saattaa olla taipumus "valoyliherkkyyden aiheuttamiin kouristuskohtauksiin" videopelejä pelatessaan.

Kohtauksilla voi olla useita eri oireita, kuten huimaus, näkökentän muuttuminen, silmien tai kasvojen nykiminen, käsien tai jalkojen nykiminen tai vapina, keskittymiskyvyn puute, sekavuus tai hetkellinen tajunnan menetys. Kohtaukset saattavat aiheuttaa tajunnan menetyksen tai kouristuksia, jotka voivat johtaa loukkaantumiseen esimerkiksi kaatumisen tai esineisiin törmäämisen seurauksena.

Lopeta pelaaminen heti ja hakeudu lääkärin hoitoon, jos sinulla on joitakin näistä oireista. Vanhempien on tarkkailtava lapsiaan näiden oireiden varalta ja kysyttävä lapsilta oireiden ilmaantumisesta. Lapsilla ja teini-ikäisillä on aikuisia suurempi todennäköisyys saada epileptinen kohtaus.

Voit vähentää epileptisten kohtausten vaaraa toimimalla seuraavasti.

- Istu kauempana televisiosta.
- Käytä pienempää televisiota.
- Pelaa hyvin valaistussa huoneessa.
- Älä pelaa väsyneenä tai rasittuneena.

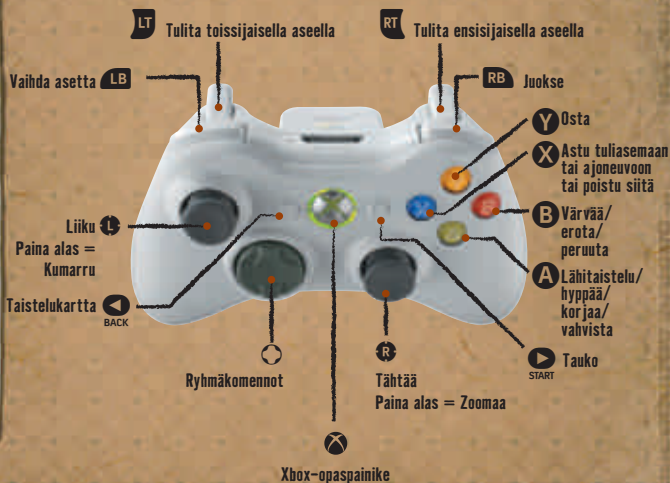
Jos sinulla tai sukulaisillasi on ollut aiemmin tällaisia kohtauksia tai epilepsiaa, neuvottele lääkärin kanssa ennen pelaamista.

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Vuonna 1941 Yhdysvallat liittyi II maailmansotaan. Siitä lähtien sotilaallinen doktriini on edellyttänyt suuria ja vahvoja puolustusvoimia. Yhdysvaltain valtavan teollisen kapasiteetin tukemana nämä massiiviset armeijat hallitsevat siikalla voimalla ja määrällä. Jos armeija on "miekka", muutamat harvat ovat "kirurgin veitsi". Nämä kykenevät iskemään syväille alueille, joihin armeija ei pääse, ja heille annetaan rohkeutta vaativia lähes itsemurhatehtäviä, joilla sodat voitetaan. Nämä vapaaehtoiset ovat erikoistuneet improvisoituihin räjähdysaineisiin ja tuntevat sekä liittoutuneiden että akselivaltojen strategiat.

NE OVAT ENSIMMÄISET SALAISET ELIITTIOUKOT YHDYSVALTAIN HISTORIASSA.

NE OVAT...OUTFIT.



Pelin oletusnäppäimet ja niiden toiminnot.

OHJAIN	TOIMINTO
	Liiku
Paina alas	Kumarru
	Ryhmäkomennot
	Tähtää
Paina alas	Zoomaa
	Lähitaistelu/hyppää/korjaa/vahvista
	Värvää/peruuta
	Astu tuliasemaan tai ajoneuvoon tai poistu siitä
	Tuhoa tarpeen mukaan
	Juokse
	Tuliä ensisijaisella aseella
	Tauko
	Taistelukartta/tavoitteet
	Vaihda asetta
	Tuliä toissijaisella aseella/heitä

Päävalikossa on seuraavat vaihtoehdot:

- **CAMPAIGN (KAMPANJA):** Aloita yksinpeli tai jatka sitä.
- **MULTIPLAYER (MONINPELI):** Voit pelata moninpeliä.
- **OPTIONS (ASETUKSET):** Avaa asetusvalikon.
- **MEDALS (MITALIT):** Tässä näytetään urheutesi ja aikaisemmat ansiosi.

Navigoi vaiikkoja joko  tai -ohjaimella.

- **A** Vahvista valinta
- **B** Peruuta valinta

MENU CAMPAIGN (KAMPANJAVAIKKO)

Kampanjavaiikossa on seuraavat vaihtoehdot:

- **NEW CAMPAIGN (UUSI KAMPANJA):** Aloittaa uuden yksinpelikampanjan.
- **RESUME CAMPAIGN (JATKA KAMPANJAA):** Lataa viimeksi pelattu peli.
- **LOAD GAME (LATAA PELI):** Voit valita tallennetun pelin jatkettavaksi.
- **MOVIE THEATER (ELOKUVATEATTERI):** Voit katsoa videoita jo suorittamistasi tehtävistä.

MENU MULTIPLAYER (MONINPELIVAIKKO)

Moninpelivaiikossa on seuraavat vaihtoehdot:

- **XBOX LIVE:** Avaa Xbox Live -valikon. Katso kohta Xbox Live jäljempänä.
- **SPLIT SCREEN (JAETTU RUUTU):** Sallii kahden pelaajan pelata Outfit-pelin Co-op- ja Versus-pelejä yhdellä Xbox 360 -konsolilla.
- **SYSTEM LINK (JÄRJESTELMÄLINKKI):** Mahdollistaa kahden tai useamman Xbox 360 -konsolin kytkemisen moninpeliejä varten.

MENU OPTIONS (ASETUSVAIKKO)

Kun valitset Options (ASETUKSET), voit muuttaa pelin asetuksia.

- 1 **MINI-MAP (PIENOISKARTTA):** Tehtäväalue ylhäältä katsottuna. Kuvakkeet esittävät oman paikkasi sekä kohteiden ja omien joukkojen sijainnin.
- 2 **HEALTH METER (TERVEYSMITTARI):** Terveysmittari näyttää nykyisen terveystasosi. Kun taso putoaa noliaan, hahmo kuolee.
- 3 **STAMINA (KUNTO):** Kuntomittari näyttää nykyisen kuntotasosi. Kun taso putoaa noliaan, hahmo ei pysty juoksemaan ennen kuin voimia ladataan uudelleen.
- 4 **FU METER (KENTTÄYKSIKKÖMITTARI):** Keräämiesi ja käytettävissäsi olevien kenttäyksikköjen (Field Unit (FU)) määrä.
- 5 **OBJECTIVES METER (TAVOITEMITTARI):** Näyttää hallitsetko varikkoa (Motor Pool), asevarastoa (Armory) tai radiotornia (Radio Tower).
- 6 **TARGETING RETICULE (HIUSRISTIKKO):** Hiusristikko vaihtaa väriä valitun kohteen mukaan. Vihreä omille joukoille ja punainen viholliselle.
- 7 **OVERHEAT METER (YLILÄMPÖMITTARI):** Kummaliakin puolella hiusristikkoo on aseiden lämpötilan osoittava mittari. Ylikuumenut ase ei laukea ennen kuin on jäähtynyt.
- 8 **GRENADE THROW METER (KRANAATINHEITTOMITTARI):** Yliämpömittari täyttyy sinisellä sen merkiksi, kuinka pitkälle heitettävä kranaatti tulee lentämään.
- 9 **RYHMÄKOMENTONÄYTTÖ:** Tässä näkyy ryhmäsi miesten lukumäärä sekä hahmon käytettävissä olevat ryhmäkomennot.



Seuraavat näytöt näytetään vain tietyissä pelityypeissä tai -tilanteissa:

- **COMMAND POINTS (KOMENTOPISTEET):** Peleissä, joissa tavoitteena on vähentää toisen joukkueen komentopisteitä, molempien joukkueiden kokonaispisteet näkyvät molemmille pelaajille (katso Multiplayer Games).
- **OBJECTIVES & BATTLE MAP (TAVOITTEET JA TAISTELUKARTTA):**  -näppäimen painaminen palauttaa Objectives (tavoitteet) -ruudun, jossa näkyy laajennettu näkymä tehtäväalueesta, jäljellä olevat tavoitteet sekä muita tärkeitä tietoja.

XBOX LIVE

Pelaa missä tahansa, milloin tahansa ja kenen kanssa tahansa Xbox Live® -palvelun avulla. Laadi itsellesi profiili eli pelaajakortti. Juttele verkossa kaverien kanssa. Lataa sisältöä Xbox Live -kauppapaikassa. Lähetä ja vastaanota ääni- ja videoviestejä. Ota yhteys ja tule mukaan vaihtokumoukseen.

YHDISTÄMINEN

Ennen kuin voit käyttää Xbox Live -palvelua, yhdistä Xbox-konsolisi Internetiin laajakaistayhteydellä ja tilata Xbox Live -palvelu. Saat selville, onko Xbox Live -palvelu saatavilla alueellasi ja Xbox Live -palveluun yhdistämisestä käymällä osoitteessa www.xbox.com/live.

FAMILY SETTINGS (PERHEASETUKSIA)

Vanhemmat voivat näiden kätevien ja monikäyttöisten välineiden sisältöluokituksen avulla päättää, mitä pelejä nuoret pelaajat saavat käyttää. Saat lisätietoja käymällä osoitteessa www.xbox.com/familysettings.

VARNING

Innan du spelar detta spel bör du läsa igenom den viktiga säkerhetsinformationen i Xbox 360 instruktionsbok och bruksanvisningar till eventuell kringutrustning. Behåll alla bruksanvisningar. De kan behövas vid ett senare tillfälle. Om du behöver ersätta en bruksanvisning kan du gå till www.xbox.com/support eller ringa till Xbox kundstöd (information finns längst bak i instruktionsboken).

Viktig hälsovarning om att spela videospel

ANFALL ORSAKADE AV LJUSKÄNSLIGHET

En mycket liten andel av befolkningen kan drabbas av epilepsiliknande anfall som kan utlösas av vissa visuella bilder, inklusive blinkande ljus eller mönster som kan finnas i videospel. Även människor som aldrig tidigare har drabbats av liknande anfall eller epilepsi kan lida av en icke diagnostiserad åkomma, som kan utlösa dessa "ljuskänslighetsanfall" medan de tittar på ett videospel.

Dessa anfall kan uppvisa olika symptom, inklusive yrsel, synstörningar, ryckningar i ögon eller ansikte, krampryckningar eller skakningar i armar eller ben, förvirring, oklarhet, eller tillfällig medvetandeförlust. Anfallen kan även orsaka medvetslöshet eller krampanfall, som kan leda till personskador vid fall eller hopstötning med föremål i närheten.

Sluta omedelbart att spela videospel och konsultera läkare om du upplever något av ovan nämnda symptom. Föräldrar ska hålla uppsikt över eller fråga sina barn om de upplevt något av ovan nämnda symptom - det är vanligare att barn och ungdomar drabbas av dessa anfall än vuxna. Risken att drabbas av epileptiska anfall som orsakas av ljuskänslighet kan minskas genom att vidta följande försiktighetsåtgärder:

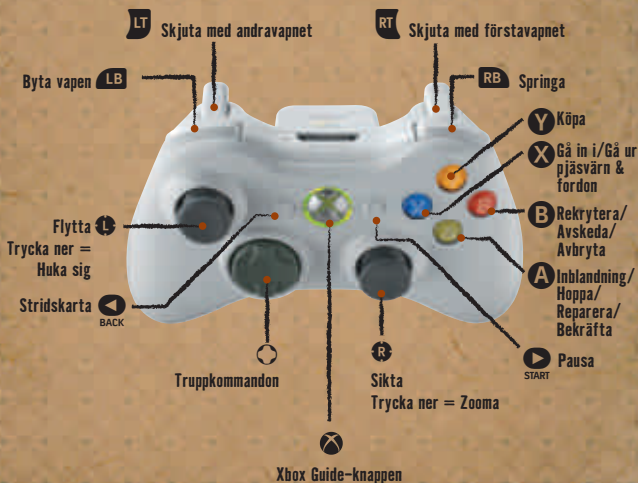
- Sitt längre från TV-skärmen.
- Använd en mindre TV-skärm.
- Spela i ett väl upplyst rum.
- Spela aldrig när du är sömnig eller trött.

Rådgör med läkare innan du börjar spela om du eller någon släkting tidigare haft anfall eller lider av epilepsi.

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1941 gick USA med i andra världskriget. Sedan dess har den militära doktrinen propagerat för stora, massiva styrkor för att ta sig an fienden. Tack vare att fabrikerna i USA har haft en makalös produktionskapacitet har dessa enorma arméer kunnat segra genom att använda råstyrka och oändligt många soldater. Om armén är "bredsärdet", så är ett utvalt antal "skalpellien". Med sin förmåga att slå till djupt inne i områden dit armén inte når, tilldelas dessa uppdrag som är livsfarliga, på gränsen till självmord för att vinna krig. De är specialister på improviserade sprängmedel, experter på både de allierades och axelmakternas krigsföring - dessa frivilliga kämpar är de bästa av de bästa.

DE ÄR DEN FÖRSTA HEMLIGA ELITSTYRKAN I USA:S HISTORIA.
DE ÄR... THE OUTFIT.



Här är ett kortfattat sammandrag över hur standardkontrollerna för Xbox 360-handkontroll fungerar.

KONTROLL	FUNKTION
	Flytta
Trycka ner	Huka sig
	Truppkommandon
	Sikta
Trycka ner Down	Zooma
	Inbiandning/Hoppa/Reparera/Bekräfta
	Rekrytera/Avbryta
	Gå in i/Gå ur pjäsvärn & fordon
	Förstörelse på begäran
	Springa
	Skjuta med förstavapnet
	Pausa
	Stridskarta/Mål
	Byta vapen
	Skjuta med andravapnet/Kasta

Main Menu ger följande alternativ.

- **CAMPAIGN (UPPDRAK):** Starta eller fortsätta ett spel för en spelare.
- **MULTIPLAYER:** Här kan du spela ett multiplayer-spel.
- **OPTIONS (ALTERNATIV):** Tar fram Alternativmenyn.
- **MEDALS (MEDALJER):** Här visas din tapperhet och dina ärorika meriter.

Navigera i menyerna med antingen ○ eller ●.

- **A** Bekräfta val
- **B** Avbryt val

CAMPAIGN MENU (UPPDRAKSMENY)

Campaign menu ger följande alternativ.

- **NEW CAMPAIGN (NYTT UPPDRAG):** Startar ett nytt uppdrag för en spelare.
- **RESUME CAMPAIGN (FORTSÄTTA UPPDRAG):** Laddar ditt senaste spel.
- **LOAD GAME (LADDA SPEL):** Här kan du fortsätta på ett tidigare sparat spel.
- **MOVIE THEATER (BIOGRAF):** Här kan du se filmer från avslutade uppdrag.

MULTIPLAYER MENU (MULTIPLAYERMENY)

Här finns följande val:

- **XBOX LIVE:** Tar dig till Xbox Live-menyn. Se "Xbox Live" nedan.
- **SPLIT SCREEN (DELAD SKÄRM):** Här kan två spelare spela mot The Outfit på en Xbox 360-konsol.
- **SYSTEM LINK (SYSTEMLÄNK):** Två eller fler Xbox 360-konsoler kan kopplas ihop för multiplayerspel.

OPTIONS MENU (ALTERNATIVMENY)

Genom att välja Options (Alternativ) kan du ändra dina spelarinställningar.

- 1 **MINI-MAP (MINIKARTA):** En vy över det aktuella uppdragsområdet som visar ikoner som representerar din position och positioner för uppdragsmål och vänligt sinnade enheter.
- 2 **HEALTH METER (HÄLSOMÄTARE):** Här kan du se hur din hälsa är för tillfället. När den faller ner till noll, dör din karaktär.
- 3 **STAMINA (UTHÅLLIGHET):** Här kan du se hur din uthållighet är för tillfället. När den faller ner till noll kan din karaktär inte springa förrän den laddats igen.
- 4 **FU METER (SE-MÄTARE):** Antalet Field Units (FUs) (Stridsenheter (SE)) som du samlat ihop och har möjlighet att använda.
- 5 **OBJECTIVES METER (MÄTARE FÖR ANFALLSMÅL):** Den visar om du har eller inte har kontroll över Motor Pool (Fordonsparken), Armory (Vapenförrådet), Radio Tower (Radiotornet).
- 6 **TARGETING RETICULE (MÅLNÄTVERK):** Targeting reticule ändrar färg beroende på målet som valts. Grönt för vänligt sinnade mål, rött för fiender.
- 7 **OVERHEAT METER (ÖVERHETTNINGSMÄTARE):** På båda sidor om målnätverket är en mätare som visar vapnets temperatur. Ett överhettat vapen fungerar inte förrän det svalnat.
- 8 **GRENADE THROW METER GRANATKASTARMÄTARE):** Överhettningssmätaren fylls med blått för att visa dig hur långt din granat kommer att flyga.
- 9 **SQUAD COMMAND DISPLAY (TRUPPKOMMANDODISPLAY):** Antal män som du har i din trupp visas här, tillsammans med Squad Commands (Truppkommandon) som finns tillgängliga för din hjälte.



Följande visas bara i speciella speltyper eller situationer:

- **COMMAND POINTS (KOMMANDOPÖÄNG):** I spel där målet är att reducera Command Points hos det andra teamet, visas det totala antalet Command Points som båda teamen har för båda spelarna (se typer av Multiplayerspel)..
- **OBJECTIVES & BATTLE MAP (MÅL- OCH STRIDSKARTA):** Genom att trycka på  kommer Objectives- (Mål-)fönstret fram, vilket visar en utökad vy över uppdragsområdet, kvarvarande uppdragsmål och annan viktig information..

XBOX LIVE

Spela mot vem som helst, när som helst och var som helst på Xbox Live®. Bygg upp din profil (dina spelarfakta). Chatta med dina kompisar. Hämta innehåll på Xbox Live Marketplace. Skicka och ta emot röst- och videomeddelanden. Anslut dig nu och gå med i revolutionen.

ANSLUTA DIG

Innan du kan använda Xbox Live måste du ansluta Xbox-konsolen till Internet med en höghastighetsanslutning och registrera dig för Xbox Live-tjänsten. Du kan se om Xbox Live finns där du bor och hur du ansluter till Xbox Live genom att gå till www.xbox.com/live.

FAMILY SETTINGS

Med dessa enkla, flexibla verktyg kan föräldrar bestämma vilka spel unga spelare ska få tillgång till beroende på spelets innehåll. Det finns mer information på www.xbox.com/familysettings.

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HINTS AND TIPS

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