

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; and 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.

Games for Windows–LIVE

Play online for free! With Games for Windows–LIVE, you can build your profile, play online, chat with friends, see your friends' games and activities, and track gaming achievements across all Games for Windows–LIVE games. Plus, you can download game content from Games for Windows–LIVE Marketplace. Get connected and join the PC gaming revolution!

Connecting to LIVE

To connect to Games for Windows–LIVE, you need a high-speed Internet connection and a gamertag. If you already have a gamertag, you have what you need to connect to Games for Windows–LIVE. If you don't have one, you can get one for free. For more information, including availability in your region, go to www.gamesforwindows.com/live.

Family Settings

Windows Parental Controls (Vista and Windows 7) enable parents and guardians to restrict access to mature-rated games and set time limits on how long they can play. Family settings in Games for Windows–LIVE enable parents and guardians to approve who and how your family interacts with others online with the LIVE service. For more information, go to www.gamesforwindows.com/live/familysettings.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org.

LOST PLANET² PC EDITION

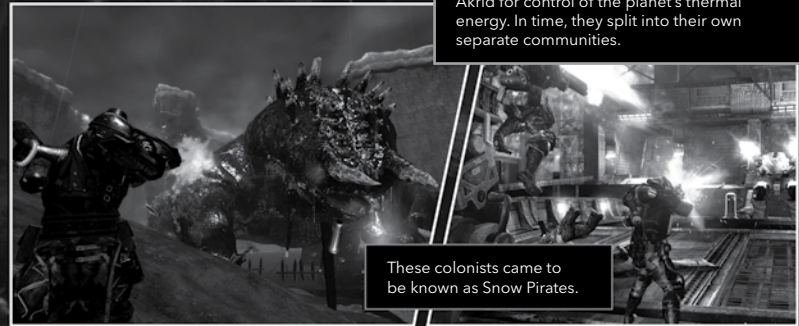
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It is year twelve of the After Trial era, half a century since colonization began on the planet of E.D.N. III.



The colonists fought against the native Akrid for control of the planet's thermal energy. In time, they split into their own separate communities.



These colonists came to be known as Snow Pirates.

The colonists' long conflict began to radically transform the planet's frigid environment.

But what does this mean for the planet and the Snow Pirates residing on her?



System Requirements/Install Guide

SYSTEM REQUIREMENTS

	Minimum System Requirements	Recommended System Requirements
OS	Windows® XP	Windows Vista®/Windows® 7
CPU	Intel® Core™2 Duo Processor or higher AMD Athlon™ X2 Dual-Core Processor or higher	Intel® Core™2 Quad Processor or higher AMD Phenom™ X4 Quad-Core Processor or higher
Memory	Windows XP: 1GB or more Windows Vista: 2GB or more	Windows XP: 2GB or more Windows Vista: 3GB or more
HDD	13.0GB free hard drive space	13.0GB free hard drive space
Monitor	640×480 or more	1280×720 or more
DVD-ROM Drive	DVD9 Drive	DVD9 Drive
Video Card	DirectX 9.0c / Shader 3.0 or higher (Operations on board fall outside the scope of warranty. Also when VRAM is used in common with the main memory, it falls outside of the warranty) NVIDIA GeForce 7800 series or more VRAM: 256MB or higher (Outside of warranty when used with main memory)	NVIDIA® GeForce® 9800 series or higher VRAM: 512MB or more (Outside of warranty when used with main memory)
Sound Card	DirectSound compatible (DirectX 9.0c or higher)	DirectSound compatible (DirectX 9.0c or higher)
Input Device	Mouse, Keyboard	Gamepad: Xbox 360 Controller for Windows
DVD Capacity	DVD9 x 2	DVD9 x 2

Compatible with nVidia 3D vision • Compatible with nVidia SLI sound monitor

Please insert LOST PLANET 2 Disc 1 into your Drive and follow the following steps:



CONFIRM INSTALLATION

When you insert Disc1, following window will display.
Please Click "Perform autorun.exe".
(If the following windows will not start-up, please right-click and open the disc, then open **autorun.exe** manually.)

SELECT INSTALLATION LANGUAGE

When you perform "autorun.exe", following window will display.
Please select the language which you would like to play.

INSTALLSHIELD WIZARD NOTICE

After you select the language, following window will display.
Please Click "Next (N)".

Install Guide

CONFIRM LICENSE AGREEMENT

After you click "Next (N)", License Agreement will display.
Please select "I accept the term in the license agreement" then Click "Next (N)".

INSTALL DESTINATION & BEGINS INSTALLING

After you agree to the License Agreement, the following window will display.
Please Click "Next (N)" after you select the destination.
(At the "Install" option window, please select "Yes" to proceed the installation)

CHANGE THE INSTALL DISC 2

After installing the Disc 1, following window will display which required to insert the Disc 2.
Open the Disc Drive and please insert Disc 2.

CHANGE THE INSTALL DISC 1

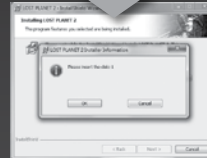
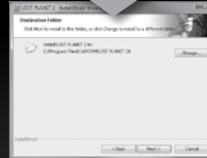
After installing Disc 2, the following window will be displayed which asks to insert Disc 1.

INSTALL COMPLETE CONFIRMATION

After the installation is completed, following window will display
Please Click "Finish".

CONFIRMING THE LAUNCH

After the installation, please find the new "CAPCOM" folder under "All Programs".
Please Click the "LOST PLANET 2" icon.
If you seen the screen to the left, you have successfully installed "LOST PLANET 2".



Control Instructions Pattern A

This section outlines basic control instructions.

Players may choose between Pattern A and Pattern B, each of which has four types.

Find the control method that's right for you.

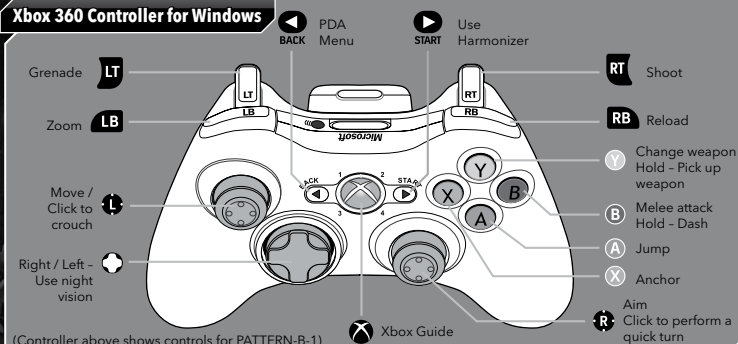
* The operation pattern can be changed through "CONTROLS", in "OPTIONS" on the Main Menu. →P.47

* This game supports vibration. Xbox 360 Controller for Windows is required for vibration.

* The vibration settings can be changed in "OPTIONS".

Control Instructions Pattern B

Xbox 360 Controller for Windows



CONTROL PATTERN A-1 (STANDARD)

A	Jump
B	Melee attack Hold - Dash
X	Anchor →P.16
Y	Change weapon Hold - Pick up weapon
Up / Down / Left / Right (D-pad)	Up - Zoom Right / Left - Use night vision
LB	Turn 90° left
RB	Turn 90° right
LT	Grenade
RT	Shoot
L	Move Click to crouch
R	Aim Click to Reload
BACK	PDA Menu →P.19
START	Use Harmonizer

CONTROL PATTERN A-4 (IRREGULAR LAYOUT)

A	Jump
B	Action Button
X	Zoom
Y	Change weapon Hold - Pick up weapon
Up / Down / Left / Right (D-pad)	Up - Use night vision Right / Left - Reload
LB	Melee attack, Hold - Dash
RB	180° turn
LT	Grenade
RT	Shoot
L	Move Click to crouch
R	Aim Click to deploy Anchor →P.16
BACK	PDA Menu →P.19
START	Use Harmonizer

CONTROL PATTERN B-1 (STANDARD)

A	Jump
B	Melee attack Hold - Dash
X	Anchor →P.16
Y	Change weapon Hold - Pick up weapon
Up / Down / Left / Right (D-pad)	Right / Left - Use night vision
LB	Zoom
RB	Reload
LT	Grenade
RT	Shoot
L	Move Click to crouch
R	Aim Click to perform a quick turn
BACK	PDA Menu →P.19
START	Use Harmonizer

CONTROL PATTERN B-4 (IRREGULAR LAYOUT)

A	Jump
B	Action Button
X	Reload
Y	Change weapon Hold - Pick up weapon
Up / Down / Left / Right (D-pad)	Right / Left - Use night vision
LB	Anchor →P.16
RB	Melee attack, Hold - Dash
LT	Grenade
RT	Shoot
L	Move Click to crouch
R	Aim Click to perform a quick turn / Zoom
BACK	PDA Menu →P.19
START	Use Harmonizer

Keyboard/Mouse Controls **HM Controls**

ACTION

KEY/MOUSE

Move up/down/left/right	W/S/A/D
Walk	H + W/S/A/D
Crouch	L-Shift (press and hold)
Jump	Space
Evade	C (while moving)
Aim	Mouse
Zoom	Z
Shoot	Mouse L-Button
Grenade	Mouse R-Button
Reload	R
Turn 90° left	1
Turn 90° right	4
Anchor	F
Dash	V
Melee Attack	E
Change Weapon	Wheel scroll up
Drop Weapon	3
Action 1 (B button action)	Q
Action 2 (Y button action)	Wheel press (click)
Action 3 (X button action)	X
Use night vision	5
Emotes	from F1 to F8
PDA Menu	Esc
Use Harmonizer	L-Ctrl (press and hold)

Keyboard/Mouse Controls **VS Controls**



ACTION

KEY/MOUSE

Move up/down/left/right	W/S/A/D
Walk	H + W/S/A/D
Jump	Space
Aim	Mouse
Zoom	Z
VS Right Weapon Attack	Mouse R-Button
VS Left Weapon Attack	Mouse L-Button
Reload VS Right Weapon	K
Reload VS Left Weapon	J
Drop Weapon	2/3
Use night vision	5
VS Special Movement 1 (see note below)	T
VS Special Movement 2 (see note below)	Y
VS Special Movement 3 (see note below)	U
VS Special Movement 4 (see note below)	I

Note: The usage of the special movement is limited according to VS.

Starting a Game

At the Title screen, select START and press End (P) or Enter (A) to proceed to the Main Menu screen. Selecting various items on the Main Menu screen will bring up relevant information.

CAMPAIGN Play in campaign mode. →P25

QUICK MATCH	Search for / play a game in progress.
CUSTOM MATCH	Search for / play a game based on various criteria.
CREATE GAME	Start a game as the host.
CONNECTION TYPE	Select your connection type.

ONLINE Enter an online battle. (Online Mode →P27)

TRAINING Perform training tasks. →P42

BASIC TRAINING	Use basic controls to complete various training routes.
ADVANCED TRAINING	Use your battle skills to complete various missions.
???	Meet given conditions to activate this training mode.

MY PAGE Customize your character and view your statistics. →P43

CUSTOMIZATION	Customize your character.
STATISTICS	Check stats for Campaign and Ranked Match modes.
LISTS	Check the character customization items and Good Job awards you've earned.

OPTIONS Adjust the game settings. →P47

CONTROLS	Configure advanced control settings.
OPTIONS	Configure various advanced game settings.
VS MANUALS	View advanced VS control information.
KEY CONFIGURATION	Change the keyboard and mouse controls.
PC SETTING	Change the operating environment.

CREDITS Display the staff credits.

Information on the Main Menu Screen

Select items on the Main Menu screen to display relevant information.



Campaign Information

Episode status, clear rankings, etc.

Online Information

Player status / statistics / faction maps for faction matches. Not available when offline.

Training Information

Training status reports.

My Page Information

Various player information.

Options Information

Control instructions.

Credits Information

Main staff credits.

News Ticker Information

Press End (Press P) to open the LOST PLANET 2: PC EDITION News Ticker window, which displays strategy hints and brief notes.

Sound Menu Information

Press Right Ctrl (Press R) to bring up the Sound Menu window, which plays selections from the game soundtrack.

Player Status Display



Life Gauge

Displays your remaining life. If this gauge reaches zero, the battle gauge decreases.

Battle Gauge

A gauge shared between all members of your team. If this gauge reaches zero, it's game over.

T-ENG Level

Displays your remaining thermal energy level numerically. This energy is constantly depleting, so it must be replenished. →P17

Radar

Reflects the status of your surroundings. Activating a Data Post allows you to access its radar data. (Data Posts →P20)

Targeting Reticle

Aims your weapon or Anchor.

Player

The controlled character.

Right Trigger Weapon

Displays the weapon controlled by Mouse L-button (L). →P45

Left Trigger Weapon

Displays the weapon controlled by Mouse R-button (R). →P45

Right Trigger Secondary Weapon

Displays the right trigger secondary weapon. Wheel scroll up (↑) to switch to this weapon.

T-ENG Supplier

Fires concentrated blasts of T-ENG. Use this to give some of your T-ENG to teammates in need. Wheel scroll down (hold ↓ and press ↓) to switch to the T-ENG Supplier. →P18

Basic Controls Movement

Basic controls are based on Pattern A-1 settings.



Movement	W/A/S/D (Ⓛ)	Press W/A/S/D (Ⓛ) in the direction you wish to move.
Turn	1/4 (LB / RB)	Press 1 or 4 (LB or RB) to turn 90° in the corresponding direction. * Turn methods vary depending on the control pattern.
Dash	V (B Hold)	Press V (Hold B) to run quickly.
Jump	Space (A)	Press Space (A) and move the left stick to jump in the corresponding direction.
Crouch	Shift (Ⓛ Click)	While pressing Shift (Ⓛ) to crouch, press W/A/S/D (move the left stick) to crawl in the corresponding direction.
Evade	C (Ⓛ + A)	Press C (Ⓛ + A) to execute an evasive roll. (Use W/A/S/D (the left stick) to roll in the corresponding direction).
Anchor	F (X)	Fire the anchor. Combine F (X) with other buttons to execute other maneuvers. →P16

Basic Controls Combat

Basic controls are based on Pattern A-1 settings.



Shoot	Mouse L-button (RT)	Use the weapon indicated by ① above. The number next to the weapon denotes your remaining ammunition. Pick up the same weapon to replenish your ammunition. When your ammunition runs out, the weapon is useless.
Grenade	Mouse R-button (LT)	Use the grenade indicated by ② above. Pick up the same grenade type to replenish your supply. When your ammunition runs out, the weapon is useless.
Change Weapon	Wheel scroll up (Y)	Switch to the weapon indicated by ③ above.
Aim	Mouse (R)	Aim with Mouse (R) to move the targeting reticle indicated by ④. Then attack the selected target by pressing Left or Right Mouse button (RT or LT).
Reload	R (R Click)	The gauge under the aim area ④ shows the remaining ammunition for your Right Trigger Weapon. Press R (R click) to reload your weapon at any time (as long as ammunition is available).
Zoom	Z (Up / down)	Zoom in or out by using Z (Up/Down). Zooming in / out may also bring up a scope screen, depending on your weapon.
Melee Attack	E (B)	Execute a close range (melee) attack when there is no other E (B) action displayed on-screen.

Anchor

Using the Anchor greatly expands your range of movement, giving you access to areas that are otherwise inaccessible to normal jumps.



Usage: Aim with the Targeting Reticle and press F (X).



When the Reticle is green, press F (X) to fire the Anchor and latch on to the target.



Once latched on you will be pulled to the Anchor's location.
Press F (X) at any time to release the Anchor.

Anchor Actions

The Anchor lets you execute a variety of manoeuvres.



Anchor Shot

Attach your Anchor to a wall or Akrid and fire your Left / Right Mouse button (L / R) weapon at close range to attack while attached to your target.



Anchor Attach

Attach to a wall by shooting the Anchor into the wall with F (X) and continuing to hold the button.



Rappelling

The Anchor can be used to rappel.
Rappelling is done by fixing the anchor and then by holding Shift (pressing S).
Auto-rappelling occurs when descending from a high position.

T-ENG (Thermal Energy)

T-ENG is a new form of energy that replaces the fossil fuels of old. Taken from the bodies of the Akrid, the native inhabitants of E.D.N. III, T-ENG is essential to every activity that takes place on the planet.

T-ENG Functions

Mission Life Support

Continuously expending T-ENG activates a suit's life support system functions.
If T-ENG falls to zero, the Life Gauge will begin to deplete.

VS Use (T-ENG must exceed 100)

T-ENG is needed to pilot VSs.
If T-ENG reaches 0, you will be ejected from the VS.
If T-ENG falls below 100, you will not be able to board the VS.

Harmonizer System Activation

When you suffer damage, the Harmonizer starts and performs automatic recovery.
(Harmonizer → P.18)

Acquiring T-ENG

T-ENG can be acquired at various locations in a stage.

Collect T-ENG by:

- Defeating Akrid
- Destroying a tank / drum
- Activating a Data Post, etc.



Harmonizer

What is the Harmonizer?

The Harmonizer, a piece of special life support equipment installed on the Snow Pirates' arms, absorbs T-ENG to provide remarkable recovery abilities.



Harmonizer System

When you suffer damage, the Harmonizer system kicks in and begins converting T-ENG to replenish the Life Gauge until recovery is complete. If T-ENG runs out before the process is complete, Life Gauge recovery stops.

▶ You can activate the Harmonizer by pressing Left Ctrl (START) . ◀

T-ENG Supply Mode

You can shoot T-ENG to perform a range of different functions. To shoot T-ENG, scroll Mouse Wheel down and click Mouse R-Button (press **V** and **W**) to switch your current weapon to the T-ENG Supplier, then press Mouse R-Button (**W**) again to shoot.



Sharing T-ENG

You can share the T-ENG in your possession by shooting it to your teammates.



Opening Boxes

Some boxes will only open when a T-ENG reaction can be detected; shoot T-ENG at these boxes to open them.

PDA (Personal Digital Assistant)

During gameplay, press Esc (BACK) to activate the PDA (Personal Digital Assistant) and access a variety of information.



▶ PDA Functions

Mission info

When the PDA is open, you will see the MISSION INFO tab, which provides access to the following:

- Mission objectives
- Episode Episode GJ / Co-op GJ / Battle GJ
- Map Data (When a Data Post is activated →P20)

Options

Use L Ctrl / R Ctrl (**LB** / **RB**) to switch the display to the OPTIONS tab, which allows you to confirm and/or change the following game settings:

- CONTROLS (Advanced control settings)
- OPTIONS (Advanced gameplay settings)
- VS MANUALS (Detailed VS operation controls)

The VS Manual

* The manual contains detailed operation instructions for the current VS. Opening the VS Manual while aboard a VS brings up detailed information for the current VS first.

Data Posts

Each stage has Data Posts. Activate a Data Post by pressing Q (B) repeatedly. Activating a post also performs the following functions:



- Radar Map Display
The radar map also shows the next destination.
- PDA Map Display
Activating a Data Post lets you check the map of the surrounding area on your PDA.
- T-ENG Recovery
Activation also replenishes some of your T-ENG.
- Battle Gauge increase
Activation also increases some of the Battle Gauge.

▶▶ Radar

When you activate a Data Post, the radar shows area data within the scope of the Data Post.

Viewing the Radar

Ally	1 2 3 4
Enemy Soldier	●
Akrid	●
VS	▲
Data Post	⌘
Goal	◇



Get [?] Boxes!



[?] Boxes are awarded for defeating enemies. These boxes contain Credits that you can use at the LP2 Slot Machine, or sometimes even contain items themselves!

VS (Vital Suits)

WHAT ARE VSs?

VSs (Vital Suits) are weapons created by the settlers on E.D.N. III to fight the native Akrid.

Actions Around a VS



Button icons will appear when you're near a VS, allowing you to perform various actions.

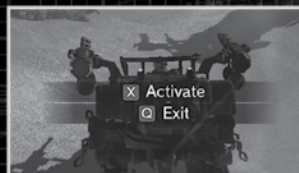
Action Examples

Enter VS Q (B)

Remove Weapons

(Hold Mouse Wheel button
(Y) Not available for all weapons)

Entering / Exiting a VS



Entering / Activation

Press Q (B) when you're near a VS to board it. After entering the VS, press X (X) to activate it.

Stopping / Disembarking

Press Q (B) while riding a VS to stop, and press Q (B) again to exit.

Life Display While Riding a VS

While you are in a VS, the Life Gauge switches to display the VS's status. The T-ENG display, however, stays the same, and T-ENG depletes as you perform various VS manoeuvres.



Vital Suits (VS)

Make the Most of VS with Your Teammates!

Operating a VS with your teammate(s) is a great idea. Depending on the VS model / functions, you can maximize its performance by using it as a team.



GAF-15D

Drion

In addition to a main pilot position, this multi-seat VS also has gunner seats on both shoulders. Good for multidirectional / multi-level attacking.

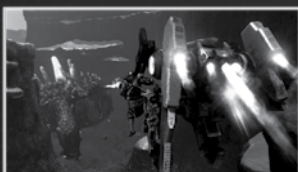
» One-Point Advice «

Leave movement to the pilot and let the other gunner pilots handle the wide-range assault!



Master the Side Grab!

Stand next to a teammate's VS and press Q (B) when "Q (B) Grab on" appears to grab on the VS. This lets you focus on combat while still reaping the benefits of the VS.



» One-Point Advice «

There are many ways to make the most of VS mobility - use VS movement speed to reach a destination faster, or launch a surprise attack on large Akrid from above.

Earn GJ (Good Job) Awards

You can earn GJ (Good Job) Awards by meeting specific requirements during campaign / online play. GJ Awards add points to your results, and these points are reflected in Area and Chapter Result rankings. There are three types of GJ Awards: "Episode GJ", obtained during campaign play, "Battle GJ", acquired based on play style, and "Co-op GJ" earned via cooperative play with teammates. There are also three GJ ranks - gold, silver, and bronze. Gold GJ are worth the most points.

» Complete Tasks to Earn GJ Episode GJ

Obtain episode GJ by completing the tasks that appear during campaign play. Episode GJ can also be acquired when players on your team clear tasks.



Activate All the Data Posts!

GJ Task

GJ tasks appear during campaign play.



1 Data Post Online

Success!

When you complete a task, you receive a gold, silver, or bronze GJ according to your clear conditions.

THINK CAREFULLY ABOUT HOW TO COMPLETE THE VARIOUS TASKS WHEN YOU GO AFTER EPISODE GJ.

Earn GJ (Good Job) Awards

» Battle GJ based on Play Style

Get Battle GJ based on weapon usage or fighting style.
These GJ can be obtained during both campaign mode and online mode.

» Co-op GJ based on Cooperative Play and Team Contributions

Earn Co-op GJ by cooperating with other players or contributing to a team in online play. Like Battle GJ, Co-op GJ are available during both campaign mode and online mode.

» Checking GJ Status

Checking GJ from the PDA Menu

Navigate to the PDA MISSION INFO tab to check GJ tasks that have appeared during campaign play and the Episode GJ / Co-op GJ / Battle GJ you have acquired.

Checking GJ from My page

Go to the My Page GJ List to see all the GJ you have obtained. →P44

Start a Campaign Campaign Top - 1

Select Campaign at the Main Menu to proceed to the Campaign Top Screen.

► Joining a Game Hosted by Another Player

When you want to join a game hosted by another player, select either Quick Match or Custom Match.

QUICK MATCH

Search for available games to join. Game search results appear on the Search Results screen. Choose one to start.

CUSTOM MATCH

Search for a game based on various criteria.



Search Criteria

The following search criteria are available.

EPISODE	Select the episode you want to play.
CHAPTER	Select the chapter you want to play.
DIFFICULTY	Select the level of play difficulty.
FRIENDLY FIRE	Configure friendly fire settings.

Blowback	When set to Blowback, attacks affect both enemies and allies, but allies take no damage.
Lethal	When set to Lethal, attacks affect enemies and allies alike.
Off	When set to Off, enemies will be affected by your attacks.

If your search fails to return any results, you are automatically made host of a game based on your saved data and placed in the Matching Lobby to wait for other players. →P33

Start a Campaign Campaign Top – 2

▶ Creating Your Own Game

When you want to be the host of your own game, select "Create Game".

Create Game

As the host, configure the settings for your game.



Create Game Settings

The following search criteria are available.

- EPISODE** Select the episode you want to play.
- CHAPTER** Select the chapter you want to play.
- DIFFICULTY** Select the level of play difficulty.
- FRIENDLY FIRE** Configure friendly fire settings.
- PRIVATE SLOTS** Set the number of private slots (invitation-only slots).
* Only available when connected to Games for Windows LIVE.
- AI PLAYERS** Set the number of AI-controlled teammates.

CONNECTION TYPES

The following connection configurations are available.

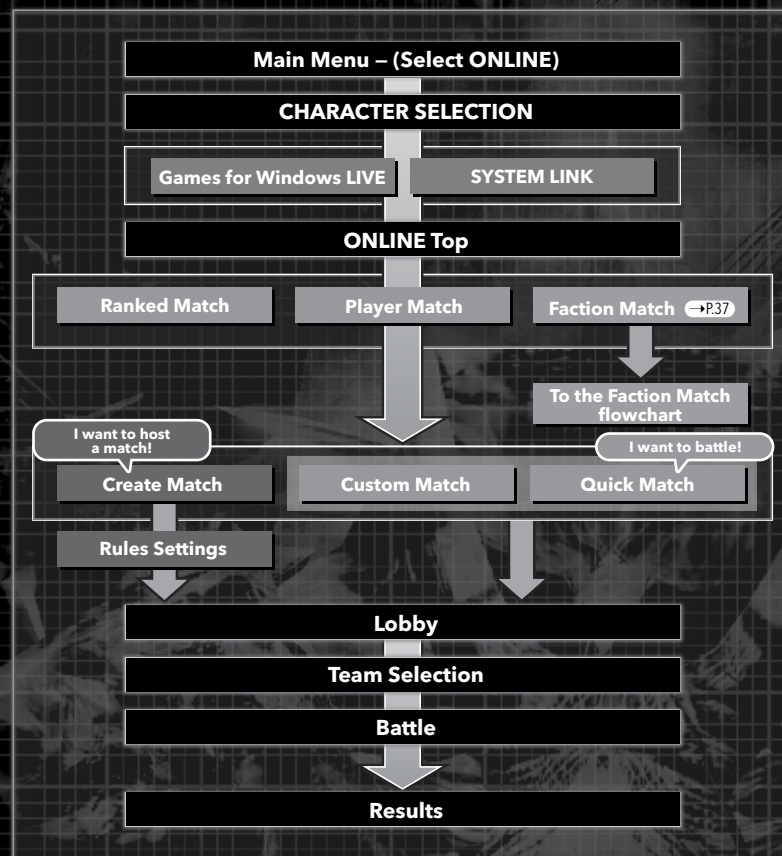
- GAMES FOR WINDOWS LIVE** Connect to Games for Windows LIVE.
- OFFLINE** Play without a network connection.
- SYSTEM LINK** Play the campaign over SYSTEM LINK (LAN connection).
* Ranked matches cannot be played over SYSTEM LINK.

ONLINE

Engage in cooperative / battle play with players all over the world via the Games for Windows LIVE.

▶ ONLINE Mode Procedure

It's easy to enjoy online battle play – just follow the steps below.



The "CHARACTER SELECTION" step will only appear the first time you choose to play online.

CHARACTER SELECTION

Select the character you want to use in online mode.



Available Characters

Choose your character from the 5 factions.

Rounders

A category of Snow Pirates whose members gather and move around in selective groups.

Fight Junkies

A character category filled with aggressive, war-like Snow Pirates.

Snow Pirate Elites

A character category composed of Snow Pirates from all over E.D.N. III.

NEVEC Black Ops

A category made up of NEVEC characters.

Femmes Fatales

A select group of female Snow Pirates from various camps.

You can change your character from the Character Customization menu in MY PAGE at any time. As your Career Level improves, more character customization options become available. →P.43

ONLINE Top

Choose from the Online Mode menu.



Career Level

Your Career Level for each character is displayed here. This level rises as you gain more experience. You can gain Career Level experience in both Online and Campaign modes.

Ranked Match

Battle it out for ranking supremacy with friends and rivals from around the world.

Player Match

Battle online without worrying about rank.

Faction Match

Join a Snow Pirate faction and take on other factions in this mode. →P.39

Ranked Match / Player Match

Quick Match

Search for matches that are currently open and select one to join.

Custom Match

Search for matches that match specified conditions.

Create Match

Set rules and host a new online battle.
* Only displayed in the Player Match menu.

Leaderboards

View various leaderboards.
* Only displayed in the Ranked Match menu.

► Rules Settings (Top Screen)

Select "CREATE MATCH" from the Player Match menu to go to the Rules Settings screen.



Game Types

Rules Settings allow you to configure main battle rules as well as other advanced settings.

Game Types

Choose from the following game types:

Elimination	Every man for himself.
Team Elimination	Teams battle each other.
Data Post Battle	Players try to activate the most Data Posts in a stage.
Akrid Egg Battle	Players try to carry the most Akrid Eggs to their respective goals.
Fugitive	A team of hunters battles a team of fugitives.
Battle Series	Players engage in battles with various rules and compete for the highest ranking.

Saving Match Settings

Once your match settings have been decided, you can save them to a Saved Match slot. Press W (●) during the setup sequence to save the settings.

► Rules Settings (Settings Tab)

Use the Settings Tab to configure advanced settings.
L Ctrl / R Ctrl (LB / RB) to cycle through the Settings Tabs.

SETTINGS 1

Game Type	Set the Game Type.
Game Rules	Set the Game Rules.
Game Rule Details	Set detailed Game Rules.
Players	Set the maximum number of players.
Private Slots	Set the number of invitation-only players.
Map	Select the map.
Default Weapons	Set the default weapons.
Time Limit	Set how long the match will be.
Layout	Change the set layout of weapons, Data Posts, VSs, etc. on the map.
Friendly Fire	Set what friendly fire settings to play under.

SETTINGS 2

Custom Weapons	Enable or disable the use of custom weapons.
Abilities	Enable or disable the use of Abilities.
Default Grenades	Set the default grenade type.
Set Weapons	Set the amount of weapons available on the map.
Set Grenades	Set the amount of grenades available on the map.
Set VSs	Set the amount of VSs available on the map.
Viewing Mode	When set to On, the host becomes a spectator and cannot join in the match.

SETTINGS 3

No. of Players Desired	Set the desired number of players.
Respawn	Turn respawn function on or off.
Weather Variations	Enable or disable variable weather.
Team Change	Allow players to change teams.
Half time	When set to On, teams switch start points halfway through the match.
Teamkill Penalty 1	Set the time penalty for teamkills. Players can't attack while the penalty is in effect.
Teamkill Penalty 2	Set the kick penalty for teamkills. Players will be kicked on reaching the set number of kills.

► Search Results = Lobby

Match List Screen

After searching for a Quick Match or Custom Match, all game sessions that are available will be displayed on the Search Results screen. Select a session to join from the list. Press L Ctrl / R Ctrl (**LB** / **RB**) to check the rules of each game session. If there is no session you want to join, you can press A (**X**) to search again.

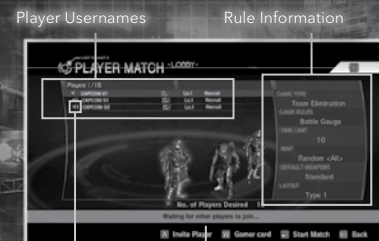


Checking Session Rules

Press L Ctrl / R Ctrl (**LB** / **RB**) to check session rules.

Lobby Screen

When you join a session, you can view other players' statistics and chat while you wait for the host to start the game.



Voice Chat Status

Invite Player

Invite other players to join
* Player matches only

Player Rank

The Player Rank on the lobby screen denotes players' skill levels. Starting at Recruit, you are promoted or demoted depending on your success in battle.

DNF (Did Not Finish) %

Lost Planet 2 keeps track of the number of Online multiplayer matches you fail to play to completion. Players who fail to finish more than 30% of their matches are penalized.

Team Selection Screen

If the session is a team battle and team changing is enabled, players can change teams.



Team Change Game Types

Team changing is available in the following:

- Team Elimination
- Date Post Battle
- Akrid Egg Battle

Game Types (Individual Battles)

Elimination

Every man for himself.

Battle Gauge Battle

Victory Conditions

The player in first place when the Battle Gauge reaches zero or time expires is declared the winner.

Kills Battle

Accumulate kills against your opponent. The player with the most kills wins.

Victory Conditions

- 1 The player with the most kills when time expires is declared the winner.
- 2 The first player to reach the set number of kills within the allotted time is declared the winner.

Points Battle

Defeat your opponent to collect points. The player with the most points wins.

Victory Conditions

- 1 The player with the most points at the end of the game is declared the winner.
- 2 The first player to reach the set number of points within the allotted limit is declared the winner.

Your Points

When you are killed, these points are taken by the player who killed you. When you commit suicide, points are subtracted from your total.



Game Types (Team Battles-1)

>> Team Elimination

Split into two teams and duke it out!

► Battle Gauge Battle

Victory Conditions Battle until one team's battle gauge reaches 0 or time runs out.

► Kills Battle

Defeat players on the other team to accumulate kills. The team with more kills at the end of the match wins.

- Victory Conditions**
- 1 The team with more kills at the end of the game is declared the winner.
 - 2 The team that reaches the set number of kills within the allotted time is declared the winner.

► Points Battle

Defeat the other team's players to collect points. The team with the most points at the end of the game wins.

- Victory Conditions**
- 1 The team with the most points when time expires is declared the winner.
 - 2 The team that reaches the set number of points within the allotted time is declared the winner.

► VS Annihilator

Battle is conducted with each team designating one leader.

- Victory Conditions**
- 1 Destroy the other team's leader VS.
 - 2 Reduce the other team's Battle Gauge to zero. If time runs out, the winner is the team with the most Battle Gauge remaining.



Leader VS
The VS leader cannot exit the VS.
(T-ENG does not run out)

Game Types (Team Battles-2)

>> Data Post Battle

► Post Grab

Look for Data Posts on the map and activate them.

- Victory Conditions**
- 1 The team that activates more Data Posts wins.
 - 2 The team that activates all of the Data Posts on the map wins.

► Counter Grab

Battle to control a single Data Post for a set amount of time.

- Victory Conditions**
- 1 The team whose remaining control time reaches 0 first is the winner.
 - 2 The team with less remaining control time at the end of the battle is the winner.



Remaining Control Time
Your team wins when the time shown here reaches zero. Time only counts down when the Post is in your complete control.

>> Akrid Egg Battle

Capture your team colour Akrid eggs and carry them to the team goal! Egg locations are shown on the radar.



Akrid Eggs
Press and hold Wheel (press) to pick up the egg.
Wheel scroll up or 3 (press) to put it down.
Mouse R-Button/E ()/() to attack while you're carrying an egg.

Victory Conditions The team with the most points wins.



Goal
Score points by carrying an Akrid egg to the goal that matches your team colour.

Game Types (Fugitive)

>> Fugitive

This battle pits "fugitives" against "hunters".

The number of fugitives is determined automatically based on the number of players, up to a maximum of four.

Victory Conditions

- 1 If the fugitives manage to evade capture for the allotted time, the fugitives win.
- 2 If the fugitives fill their Battle Gauge to MAX, the fugitives win.
- 3 The hunters win if they find the fugitives within the allotted time and the fugitive Battle Gauge reaches 0.



Fugitives

Fugitive players cannot change their default weapon.

The fugitives are equipped with handguns and plasma grenades.

In Faction Match, 5 factions battle it out for supremacy in 3 different war zones. Battle results are tallied weekly, and you can acquire lots of Credits based on your achievements.

Choose Your Faction

First, select your faction.

There are 5 factions to choose from: Rounders, Fight Junkies, Snow Pirate Elites, NEVEC Black Ops, and Femmes Fatales. You cannot change your faction until the current round ends.

Choose Your Faction Match

Select the match you want to join from the 3 different options.

Faction Matches 1 and 2 pit one faction against another, but Match 3 is a "Coalition Match" that throws several factions into combat.



Match map

Rule information for the current match

The Faction Power Balance Map

The Faction Power Balance Map

This graph shows the balance of power between the factions - which faction has the edge and which faction is weak.



ONLINE Faction Match

Join a Faction Match

Select the match you want to join to begin the game. Faction Match maps and rules are automatically set each round. Each round goes on for one week, and if you're part of the faction that has the most victories during that span, you can receive Career Points and Credits.

Your Current Faction

You may not change your faction (character) during the week of the Faction Match battle, but you can change the character you use in normal online play.

BENCHMARK TEST

Benchmark Test

There are two methods to check the performance of your PC. Select 'Benchmark Test' and choose between Test A and Test B.

TEST A

Check the performance of your PC with an AI character to complete the demo.

TEST B

Check the performance level of PC by playing the demo.

Press Esc to quit the test the check the result.
Result will be shown by 5 types of S/A/B/C/D.



TRAINING

Use Training Mode to Practice Basic and Applied Techniques

Training Mode helps you master basic operations and applied battle techniques through a series of training games.

Mode Details

I BASIC TRAINING

Utilize basic operation skills and head for the goal! Each stage has different levels. Clear one training level to move on to the next one.



Training begins when you touch the ball at the starting position.

I ADVANCED TRAINING

Hone your battle skills by completing various missions. Like Basic Training, each Advanced Training stage has different levels. Clear one training level to move on to the next one.

I ???

Satisfy various conditions to unlock this training mode.

MY PAGE

Customize your character and view various records.

>> MY PAGE Top

Select one of the following menus from the MY PAGE screen to start customization or view lists.

>> CUSTOMIZATION

Customize / manage characters.

>> STATISTICS

View campaign / online play records.

>> LISTS

Take inventory of the customized parts you've collected and view your GJ information.

>> CUSTOMIZATION

Customize parts and weapons and configure ability settings.



CHARACTER CUSTOMIZATION SETTINGS

Character Parts	Configure customized parts settings.
Weapons	Configure shooting / grenade settings.
Abilities	Configure abilities settings.
Emotes	Configure reaction settings.
Noms de Guerre	Configure your Nom de Guerre.
Character Selection	Configure your online character.

>> STATISTICS

View Campaign and Ranked Match statistics.

CAMPAIGN STATISTICS

View detailed Campaign statistics.

RANKED MATCH STATISTICS

View Ranked Match battle statistics.
(Requires a connection to Games for Windows LIVE).

>> LISTS

View customized parts and GJ information.

CUSTOMIZE LIST

Check your customized parts acquisition rate and the parts you've already collected.

GOOD JOB LIST

View the GJ (Good Job) you've earned during gameplay.

About Weapons

There are 5 categories of Right Trigger and Left Trigger weapons.
Use the various different types of weapons while playing.

Getting to know the categories: Right Trigger weapons

The Right Trigger weapons are shooting weapons. Each category has a different shooting range and power.

Standard

Category of weapons of standard capacity such as machine guns.
Weapons included: Machine Gun, Gun Sword.

Short Range

Category of weapons with greatest power at short range.
Weapons included: Shotgun, Revolver, etc.

Long Range

Category effective in sniping and shooting at a long distance.
Weapons included: Rifle, Plasma Gun, etc.

Heavy Weapons

Category of weapons with the greatest firepower.
Initial equipment: Rocket Launcher, Hand Cannon, etc.

Support

Category of weapons specialised to protection and support.
Initial equipment: Shield, Injection Gun, etc.

Getting to know the categories: Left Trigger weapons

The Left Trigger weapons are grenades. Each category of grenades is used differently.

Normal

Category of standard grenades.
Grenades included: Hand Grenade, Buster Grenade, etc.

Gum

Category of grenades which are stuck to the object of the attack.
Grenades included: Gum Grenade, Spark Grenade, etc.

Disc

Category of grenades suited for throwing over long distances.
Grenades included: Disc Grenade, Energy Grenade, etc.

Release

Category of grenades whose function operates after being thrown.
Grenades included: Dummy Grenade, Balloon Grenade.

Plasma

Category of grenades which add an accent to the attack by releasing a particular field.
Grenades included: Plasma Grenade, Regen Grenade, etc.

About Weapons

Adding and Using the Various Different Categories

New weapons will be added to each weapon category as you play through the game, and the settings can be changed on the Weapons customization screen. Vary the types of weapons used to try many different battle patterns.



1 Get more weapons

Add weapons to each category by picking up [?] Boxes or by using the LP2 Slot Machine.

◀ Unlocked the Gun Sword!



2 Use added weapons effectively

After adding weapons from the categories, quickly learn to use them effectively. The weapon in use can be changed on the Customise Weapon screen.

◀ Change weapons in the Weapons customization screen

Change your battle approach!!

Change from a battle style of just shooting...



Change the weapon settings to try a range of different battle approaches!



...to an attack approach using shooting and close-range attacks!!

OPTIONS

Select OPTIONS from the Main Menu to configure various options.

>> OPTIONS

Select a menu from the OPTIONS screen.

>> CONTROLS

Configure advanced control settings.

>> OPTIONS

Set up advanced gaming environment settings.

>> VS MANUALS

View the VS operation instructions.

>> KEY CONFIGURATION

Change settings for Controls and Shortcuts.

>> PC SETTINGS

Change the operating environment of your PC.

>> CONTROLS

Set the control type and other advanced control-related settings. Press W (●) to restore the default settings.

Control Type

Change the control type.

Bounding Area

Turn the bounding area for aiming on or off.

Aiming Speed

Adjust aiming speed.

Aiming Sensitivity

Adjust aiming sensitivity.

Invert Axes

Adjust aim inversion.

Aim Assist

Switch assisted aiming on/off.

Camera

Switch the camera type.

Map Rotation

Configure map rotation settings.

OPTIONS

»» OPTIONS

Configure in-game environmental settings, such as music volume, SFX (sound effects) volume, and screen brightness.

BGM

Adjust in-game music volume.

SE

Adjust in-game sound effect volume.

Vibration

Turn vibration on / off.

Brightness

Adjust screen brightness.

Subtitles

Turn in-game subtitles on / off.

Country / Region Settings

Configure country / region settings.

»» VS MANUAL

View the VS operation instructions.

After you select the VS menu, choose the VS manual you want to view and press A (X) to bring it up.

»» KEY CONFIGURATION

Change the following settings

Controls

Change the key assignment of each control. →P.49

Shortcuts

With Xbox 360 Controller for Windows, you can configure the keyboard shortcuts (such as "L+A for Evade") with button combinations. →P.49

»» PC SETTINGS

Change the operating environment of your PC. →P.50

OPTIONS

KEY CONFIGURATION

In the Key Configuration setting menu, you can change the controls and configure the keyboard shortcuts.

Controls



Change the key assignment of each control.

Shortcuts

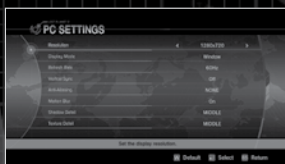


You can configure the keyboard shortcuts (such as "L+A for Evade") with button combination.
Note: You cannot bind two controls to one key. When this happens, the keys are highlighted on the screen and you can't quit the setting screen.

OPTIONS

PC SETTINGS

In the PC SETTINGS screen, you can change the operating environment. The following items can be adjusted:



Resolution	Set the display resolution.
Display Mode	Select between full-screen and window display options.
Refresh Rate	Set the display refresh rate.
Vertical Sync	Turn Vertical Sync ON or OFF.
Anti-Aliasing	Set the level of Anti-Aliasing.
Motion Blur	Turn motion blur ON or OFF.
Shadow Detail	Set the level of detail for shadows.
Texture Detail	Set the level of detail for textures.
Rendering Level	Set the rendering level.
DirectX®11 Feature*	Set the DirectX®11 features to use. *Only available when launched on DirectX11.

Thank you for your purchase of LOST PLANET 2: PC EDITION for Games for Windows. Before playing, make sure to read the instruction manual for more information on correct use. Retain a copy of the instruction manual for your reference.

Warning

This product has been designed and created with meticulous care. However, should the product exhibit any type of malfunction or failure, please contact the Capcom Consumer Service Department by calling (650) 350-6700. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.

Caution

When using this software, make sure that the room is adequately lit and maintain a reasonable distance from the television screen. Prolonged play time and close proximity to the television screen can damage eyesight.

* Screenshots are from the development stage and may differ from visuals found in the official release.
* This game is fictional. Any similarity to actual people, organizations, places or events is purely coincidental.



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