LOST PLANET™
EXTREME CONDITION

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing electronic games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing an electronic game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult a physician before resuming play.

PRECAUTIONS TO TAKE DURING USE

- This game disc is intended for use exclusively on Windows®-based systems with the minimum configurations specified on the system requirements of the game purchased.
- Do not sit too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing an electronic game.

HANDLING YOUR GAME DISC

- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Take occasional rest breaks during extended play.
- Always store the disc in its protective case.

ESRB RATING

This product has been rated *T for Teen* by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at www.esrb.org.

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Operating Environment

Minimum System Requirements

OS	Windows® XP
CPU	Intel® Pentium® 4 supporting HT technology
RAM	512 MB (Windows® XP) / 1 GB (Windows Vista™)
Hard Drive	8.0 GB
DVD-ROM Drive	DVD9 compatible
Video	VRAM 256 MB, DirectX® 9.0c / Shader3.0* NVIDIA® GeForce® 6600 or greater**
Sound	DirectSound compatible. DirectX® 9.0c (PC audio solution containing Dolby® Digital Live required for Dolby Digital audio)
Peripherals	Mouse, Keyboard
Internet	Broadband connection (Internet connection required to play)

* Operation not assured if VRAM is shared with Main Memory.
** NVIDIA® GeForce® 7300 is not supported.

Recommended System Requirements

OS	Windows Vista™
CPU	Intel® Core™2 Duo
RAM	1 GB (Windows XP) / 2 GB (Windows Vista)
Video	VRAM 256 MB, NVIDIA® GeForce® 8600
Peripherals	Gamepad, Xbox 360™ Controller for Windows®

IMPORTANT

- Support for onboard operation not guaranteed to work. Support for VRAM and main memory sharing not guaranteed to work. Personally created or modified setups not guaranteed to work.
- May require the most recent version of Windows Media® Player.
- Lowering the monitor resolution may lead to difficulty in reading in-game fonts.
- *LOST PLANET™ EXTREME CONDITION* uses UDP (send/receive) ports 3075, 27215 and TCP (send) ports 27030-27050, and UDP (send) ports 27000-27015, 27216 when connecting to the Internet. If you have trouble connecting, open this port in any firewalls or routers. For more information on opening ports, consult your communication device (modem/router) manual or service provider.
- *LOST PLANET™ EXTREME CONDITION* uses Valve Corporation's STEAM service for online play and software authentication.

STEAM CUSTOMER SUPPORT
http://support.steampowered.com

Installation & Game Operation

Installation is required for playing the game.

1 Before beginning the installation procedure, check to make sure that your system meets the minimum system requirements listed on page 3. Turn on the PC and insert the *LOST PLANET™ EXTREME CONDITION* DVD-ROM into the computer's DVD-ROM drive.

2 The installer will launch automatically. Follow the instructions on-screen to begin the game installation.

- If the installer does not automatically launch, click *My Computer,* double-click the DVD-ROM drive icon, then double-click the *setup.exe* file to start the game launcher.

3 When the setup process begins, select a language from the displayed list, then click *OK*. A Welcome Screen will appear. Click *Next* to begin installation.

4 Read the terms of usage, check *I Agree to the Terms of Usage.* and click *Next*. (The game will not install if you do not agree to the terms of usage.) On the next screen, click *Install.*

5 *LOST PLANET™ EXTREME CONDITION* uses Valve Corporation's STEAM service to run. The STEAM Installer must be initialized in order for you to play the game. Follow the instructions on-screen to install STEAM.

6 When the STEAM installation process is complete, STEAM will run. A STEAM account is required. If you do not already have a STEAM account, follow the instructions on-screen to create one. (Please remember your account name and password for later use.)

7 Input your account name and password to login to STEAM. A DVD-Key will be requested. The DVD-Key is provided on the back of the instruction manual included with your game. Find the DVD-Key and input it in the space provided. The installation will now proceed.

8 When installation is complete, *LOST PLANET™ EXTREME CONDITION* will be available in the list of choices on the STEAM MyGame Screen. Double-click the name to start the game.

Troubleshooting

- When you're running *LOST PLANET™ EXTREME CONDITION*, if an error message about a missing d3dx9_30.dll DLL file appears, run *dxsetup.exe* from the *directx_apr2007_redist* folder on the *LOST PLANET™ EXTREME CONDITION* DVD-ROM.
- Close all other applications before running *LOST PLANET™ EXTREME CONDITION*. If other applications are running in the background, unforeseen errors could occur.
- When running *LOST PLANET™ EXTREME CONDITION* in full-screen mode, avoid using Alt+Tab to switch between applications, as *LOST PLANET™ EXTREME CONDITION* may not continue to run properly.

Uninstalling the Game

1 Select *LOST PLANET™ EXTREME CONDITION* from the list in Uninstall Program.

2 When the launcher appears, click *Uninstall* and follow the on-screen prompts.

3 When the prompt to restart the computer appears, click *Yes* to complete the uninstall.

- If you select *No*, the uninstallation procedure will be incomplete and you won't be able to reinstall *LOST PLANET™ EXTREME CONDITION* until after you reset your computer.

Note: This game is presented in Dolby® Digital surround sound. Connect your PC with Dolby Digital Live technology to a sound system with Dolby Digital decoding using a S/PDIF digital audio cable. Be sure that your PC is configured properly to deliver Dolby Digital audio during gameplay to experience the excitement of surround sound.

Prologue

It was T.C. - 80, eighty years before the Trial Century.

Humankind had abandoned the comfort of a familiar world in order to attempt life on E.D.N. III. As emigration to the new world progressed, facilities were constructed to handle the growing population, and colonization appeared to be successful.

With the expansion of the colony, humanity encountered a new alien lifeform. Known as the Akrid, they were immediately identified as a hostile presence. The humans had no weapons with which to repel Akrid aggression, and were forced to retreat from their new home.

While fleeing from the enigmatic menace, the humans discovered the precious thermal energy lying within the bodies of the Akrid. It was a powerful new energy source; suddenly humankind was determined to fight.

The humans developed a weapon capable of fighting back against the Akrid scourge — the Vital Suit, or VS. With VS technology, humanity has returned to E.D.N. III, and the great colonization experiment has resumed.

Those who were left behind in the initial retreat banded together as the Snow Pirates. As a team, they roamed the hostile planet in VS vehicles, fighting for their very survival.

. . . . . .

In the course of its wanderings, a small band of Snow Pirates discover a young man buried in the ice. They rescue him and bring him back from the brink of death.

The young man remembers only two things about his past. First, his name is Wayne. Second, the Akrid that killed his father is known as "Green Eye." In the hope that Green Eye is the key to regaining his memory, Wayne, together with the team of Snow Pirates and a VS, goes in search of the Akrid.

On a hostile world of extreme cold, Wayne will soon discover that his past and the future of Lost Planet are inexorably linked ....

Keyboard/Mouse Controls

You can change control configurations from the Main Menu/Options/Game Settings option *(see page 12)* or from the PDA/Configuration option *(see page 22)*.

Human (HM) Controls

X key	Walk
W/A/S/D keys (with X key to walk)	Move up/down/left/right
left ctrl key (press and hold)	Crawl
spacebar	Jump
A or D + shift key (with X key to walk)	Turn 90° left/right
E key	Action/Melee Attack
1 – 4 keys	Personal Action (online mode only)
wheel press	Change weapon
roll mouse	Aim
mouse L-button	Shoot
R key	Reload
G key	Grenade
C key	Anchor *(see page 17)*
mouse R-button	Zoom
F key	Light
5 key	PDA Menu *(see page 22)*
esc key	Pause Menu
enter key	Confirm
backspace key	Cancel

Vital Suit (VS) Controls

W/A/S/D keys	Move up/down/left/right
spacebar	Jump
A or D + shift key (with X key to walk)	Turn 90° left/right
E key	Action (Exit VS/Equip weapon)
roll mouse	Aim
mouse R-button	Fire left weapon
mouse L-button	Fire right weapon
R key	Reload
Z key	Special Attack
X key	Special Function
F key	Light
5 key	PDA Menu
esc key	Pause Menu
enter key	Confirm
backspace key	Cancel

Xbox 360™ Controller Controls

Human (HM) Controls (Pattern A Setting)

L	Move
L ▼	Crawl
R	Aim
R ▼	Reload
◯ / ◯	Zoom
◯ / ◯	Light
LB / RB	Turn 90° left/right
LT	Grenade
RT	Shoot
Y	Change weapon
X	Anchor
B	Action/Melee Attack/Cancel
A	Jump/Confirm
L + START	Personal Action (online mode only)
BACK	PDA Menu
START	Pause Menu

Vital Suit (VS) Controls (Pattern A Setting)

L	Move
R	Aim
R ▼	Reload
◯ / ◯	Light
LB / RB	Turn 90° left/right
LT	Fire left weapon
RT	Fire right weapon
Y	Special Function
X	Special Attack
B	Action (Exit VS/Equip weapon)/Cancel
A	Jump/Confirm
BACK	PDA Menu
START	Pause Menu

Main Menu

At the Title Screen, select *START* and press either the **enter key** (START) or **spacebar** (A) to continue to the Main Menu. Click an option (or use ◇ to highlight it and press A) to select it.

Main Menu Options

- CAMPAIGN
  - *New Game* — Start a new game.
  - *Continue* — Continue the game from a previous save.
  - *Mission Select* — Choose a previously cleared mission to replay.
- ONLINE BATTLE — Enter an online battle.
- OPTIONS
  - *Game Settings* — Change the game configuration. *(See page 24.)*
  - *PC Settings* — Configure control, video and audio settings. *(See page 25.)*
- RECORDS
  - *Campaign* — View the records for Campaign mode.
  - *Online Battle* — View the records for Online Battle mode.

Game Over

When the Life Gauge drops to zero, the game is over and the Continue Screen is displayed.

Continue Screen Options

- RETRY — Restart the mission from a waypoint.
- RESTART — Restart the mission from the beginning.
- QUIT — Save the data and abort the mission.

Game Screen

- LIFE GAUGE — Displays your remaining life. If this gauge reaches zero, you fail the mission.
- THERMAL ENERGY (T-ENG) — Displays your remaining Thermal Energy. Activity depletes this energy, so it must be continually replenished.
- RADAR — Reflects the status of your surroundings. Activating a Data Post allows you to access its Radar data.
- TARGETING RETICLE — Aims your weapon or Anchor.
- LEFT WEAPON — Displays the weapon (grenade) fired by pressing the **G key** (pulling LT).
- RIGHT WEAPON — Displays the weapon fired by clicking the **mouse L-button** (pulling RT).
- SECONDARY WEAPON — Displays the weapon that can be equipped by a **wheel press** (pressing Y).
- PLAYER — The character you are controlling.

Basic Controls: Movement

W/A/S/D keys (L)	MOVE — Move your character in the direction pressed.
shift or X key + A/D keys (LB/RB)	TURN 90° left/right.
spacebar (A)	JUMP — Press to jump up.
spacebar + W/A/S/D keys (A + L)	JUMP — Press the combination to jump in the selected direction.
press and hold left ctrl key (L)	CRAWL.
crawl + spacebar (A)	EVADE (ROLL) — Execute an evasive roll in the selected direction.
C key (X)	ANCHOR — Fire the Anchor. You can combine this action with various other keys to reach inaccessible areas and execute Special Attacks. *(See page 17.)*

Quick Turns

Quick turns depend on the Control Pattern you've selected from the Game Settings Menu or the PDA's Configuration Menu. *(See page 24 for game settings.)*

- PATTERN A — Press LB/RB to quickly turn 90° in the bumper's direction.
- PATTERN B — Click and hold R, and then move R to turn quickly in the selected direction.
- PATTERN C — Flick R to turn quickly in the selected direction.

Basic Controls: Combat

roll mouse (R)	AIM — Roll the mouse to aim the Targeting Reticle indicated by 1, above. The Targeting Reticle determines the direction of shooting and throwing grenades. *(See page 18 for more information on aiming.)*
R key (R)	RELOAD — The gauge under the Targeting Reticle shows remaining bullets in your current weapon. Press the R key to reload (as long as ammunition is available).
G key (RT)	GRENADE — Use the weapon (grenade) indicated by 2, above. Numbers next to the weapon denote ammunition remaining. Pick up the same weapon type to replenish ammunition. When ammunition reaches zero, the weapon becomes useless.
wheel press (click) (Y)	CHANGE WEAPON — Change to the secondary weapon indicated by 3, above.
mouse L-button (RT)	SHOOT — Use the weapon indicated by 4, above. Ammunition is handled in the same way as for the Grenade. *(See above.)*
mouse R-button (↑/↓)	ZOOM — Zoom your view in/out when on foot. Depending on your equipped weapon, zooming in may also bring up a Scope Screen. *(See page 18.)*
E key (B)	MELEE ATTACK — Available when no other context-sensitive action is displayed on-screen.

Basic Controls: Action Key

When a specific action is displayed on screen, press the E key (B) to carry it out.

Action Examples

- PICK UP — Pick up a weapon.
- ENTER — Ride in a VS.
- ACTIVATE — Activate a Data Post. *(See page 23.)*
- ATTACH — Attach a weapon to a VS.
- REMOVE — Remove a weapon from a VS.

Master All the Weapons of a VS!

You can use weapons found in a stage, including normal weapons and VS weapons. Evaluate your enemy and match your attacks to the enemy's weaknesses!

Anchor

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

1 Aim with the Targeting Reticle and press the C key (X). When the Targeting Reticle is green, deploy the Anchor and it will attach to the target spot.

2 You can now ascend to the area where the Anchor has attached itself.

Anchor Shot

Combine the Anchor with key presses to execute Special Attacks.

When using the Anchor, press the G key (LT) or click the mouse L-button (RT). Firing the Anchor into an Akrid or the wall and attacking at close range executes an attack appropriate to the target.

Aiming & Camera View

You can customize your game experience by changing your aiming style and camera viewpoint. During gameplay, use your PDA to change these settings *(see page 22)*. Use Main Menu/Options/Game Settings otherwise *(see page 24)*.

Aiming Style

- ACCELERATE — The further over you roll the **mouse** (move Ⓡ), the faster the Targeting Reticle moves.
- FIXED — The Targeting Reticle is fixed in the center of the screen (it does not move around the screen).
- CRUISE — Aiming speed is constant regardless of how you roll the **mouse** (move Ⓡ). With each style, you can choose the basic aiming speed (from eight different settings) to create the aiming system best suited to your play style. The default setting is *Fixed 4*.

Camera View

- NORMAL — Camera viewpoint changes according to the situation.
- ZOOM — Camera is always zoomed in on the character.
- WIDE — Camera is always zoomed out from the character.

Thermal Energy (T-ENG)

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

T-ENG abilities include:

- MISSION LIFE SUPPORT
  - By continuously expending T-ENG, a T-ENG-equipped VS acts as a life support system for whomever is inside it.
  - If T-ENG falls to zero, the Life Gauge will begin to fail.
- VS USE
  - T-ENG is used as fuel by a VS.
  - If T-ENG drops to less than 100, the VS will become non-operational.
  - If T-ENG reaches zero, you will be required to exit the VS.
- HARMONIZER SYSTEM ACTIVATION
  - If you take damage, the Harmonizer *(see below)* will be activated and will automatically recover the life lost to damage.

T-ENG can be replenished through a variety of sources, for example:

- Defeat an Akrid.
- Destroy a tank or drum.
- Activate a Data Post.
- ... and many other actions.

Harmonizer

The Harmonizer is a life-support system, installed on Wayne's right arm, that uses T-ENG to provide remarkable recovery abilities.

- When Wayne takes damage, the Harmonizer system kicks in and begins converting T-ENG to replenish the Life Gauge.
- It continues to convert T-ENG until the Life Gauge has recovered fully. If T-Eng is completely used up before the process is complete, Life Gauge recovery will stop.

Vital Suits (VS)

Vital Suits (VS) are weapons used by the settlers of the ice-cold planet E.D.N. III to fight the native Akrid.

When you're near a VS, a context-sensitive action is displayed on-screen, allowing you to interact with its various elements — for example, *riding the VS*, or *removing a weapon* (not available for all weapons).

Riding a VS

If the *Ride* action is displayed near a VS, press the **E key** (Ⓑ) to enter the machine.

Press the **E key** (Ⓑ) while riding in a VS to exit the vehicle.

Life Gauge while Riding a VS

While you're riding a VS, the Life Gauge displays the remaining durability of the VS. T-ENG depletes over time and when you take damage.

Emergency Ejection

When a VS Life Gauge displays zero, the VS is about to explode. Tap the **E key** (Ⓑ) rapidly to eject from the VS immediately in this emergency. Failure to eject quickly results in losing your life.

VS Details & Controls

GT-01

Developed in the early days of settlement, this VS was designed to assist colonization. Able to accept attachments on each arm, it is also capable of being armed with weapons. A victim of changing times, the GTT-01 has fallen out of favor with the advent of the GTF-11 *(below)*. The current number of GTT-01 units in use is very small.

SPECIAL FUNCTION

- None

GTF-11

Created for use in zero-gravity environments, the GTF-11 has advanced attitude-control capabilities. This unit set a precedent as the first bi-pedal VS with in-air mobility. It is widely used in settlement activities.

SPECIAL FUNCTIONS

- HOVER — Press the **spacebar** (Ⓐ) in mid-air to hover. Press again to cancel.
- SLIDING DASH — Press the **X key** (Ⓨ) and roll the **mouse** (Ⓛ) to dash in the selected direction.

GTB-22

Developed with military use in mind. While this unit does not have in-air abilities, it exceeds its rivals in superior running speed and jumping ability.

SPECIAL FUNCTIONS

- DOUBLE JUMP — Press the **spacebar** (Ⓐ) once to jump and again to double-jump.
- LONG JUMP — Press the **X key** (Ⓨ) to initiate a long jump; press again to cancel the jump.

SPECIAL ATTACK

- SMOKE SCREEN — Press the **Z key** (Ⓧ) to lay down a smoke screen.

Personal Digital Assistant (PDA)

During the game, press the **5 key** (BACK) to open your PDA. The Mission Detail Screen will appear. Use this to confirm your mission objectives. Press the **left/right cursor keys** (◁/▷) to switch between *Message Logs* and *Configuration*.

- MISSION DETAILS — Use the PDA to view information such as:
  - Maps
  - Mission Objectives
  - Secondary Objectives
  - ... and more!
- MESSAGE LOGS — View a log of messages sent to you by your companions during the game.
  - You can view your messages at any time during a game.
  - Click to select either the Message Logs or Configuration Screen.
- CONFIGURATION — Configure various game settings. *(See page 24.)*

By activating a Data Post *(see page 23)*, you will also gain access to a map of the area.

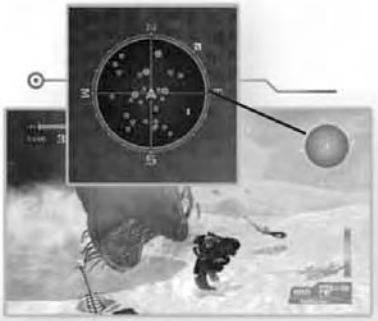
Data Post

Each stage has Data Posts. Activate a Data Post by approaching it and rapidly tapping the **E key** (Ⓑ). Activating a Data Post gives you access to information about your surroundings, which is then displayed both on your Radar and on the PDA Map Screen. Activating a Data Post also replenishes some of your T-ENG.

Radar

The Radar in the upper right corner of the game screen *(see page 13)* displays Data Post information, including:

- ***Human***
- ***Akrid***
- ***VS***
- ***Data Post***
- ***Next Data Post***



Target Mark

Each stage has emblems known as *Target Marks*. Shoot each one, and you may reap some special benefits. Check the Target Marks you have acquired on the Mission Select Screen.

Saving & Loading

Saving

All game data is automatically saved.

Loading

If you have *LOST PLANET™ EXTREME CONDITION* saved game data, it will load automatically.

Game Settings

You can change game settings from the Main Menu/Options/Game Settings option *(see page 12)* and from the PDA/Configuration option *(see page 22)*.

- AIMING — Change aiming and camera settings.
- KEYBOARD/XBOX 360™ CONTROLLER — Change the control layout.
  - Turn controller vibration on/off.
  - Press the **Z key** (Ⓧ) to switch between Human and VS control displays.
- SOUND — Adjust game music and sound effects volumes.
- SCREEN/OTHER — Change the screen brightness settings and subtitle display. (Only available from Main Menu/Options/Game Settings.)
- RESET TO DEFAULTS — Press the **enter key** (Ⓐ) to restore the default settings.
- BACK — Press the **backspace key** (Ⓑ) to return to the Main Menu. (If you made changes, you will see an on-screen prompt for accepting changes.)

PC Settings

You can configure the game's keyboard, video and audio settings from the PC Settings Screen. Use the **mouse** or **cursor keys** (↕ or ◯) to select the setting.

To access the PC Setting Screen:

1 From the Main Menu, select *Options*.

2 Select *PC Settings* to proceed to the PC Settings Screen.

Settings Menus

Press the **left/right cursor keys** (◯/◯) to select a setting to change. The following three menus contain configurable settings.

- Keyboard Settings 01 *(see below)*
- Keyboard Settings 02 *(see below)*
- Video/Audio Settings *(see page 26)*

Note: You can also view PC Settings from the in-game Pause Menu, but some settings cannot be changed from this menu.

Keyboard Settings 01

You can change movement and combat controls from this screen. Select the setting to change and press a key to assign that key to the action. You can configure both Human and VS controls this way.

Keyboard Settings 02

You can change other controls from this screen (for instructions, see above). Please note: The Performance Drop Warning on/off option only applies to Campaign Mode.

IMPORTANT NOTE ON KEYBOARD SETTINGS: If the same key is assigned to multiple actions, the assigned key will be highlighted in red. You won't be able to leave the configuration screen until you re-assign the actions to individual keys.

Video/Audio Settings

You can configure various screen and audio output settings from Video/Audio Settings. Use the mouse or cursor keys (↕ or ↔) to select the setting.

VIDEO CONFIGURATION

- FPS VIEW — Turn the frames per second display on/off.
- ANTI-ALIAS — Select the anti-aliasing level.
- HDR — Select the high dynamic range rendering quality.
- TEXTURE FILTER — Select the texture filter quality.
- TEXTURE RESOLUTION — Set the resolution for the textures.
- MODEL QUALITY — Select the character model quality.
- SHADOW QUALITY — Select the shading quality.
- SHADOW RESOLUTION — Set the resolution for the shading.
- MOTION BLUR QUALITY — Select the quality of the motion blurring effect.
- EFFECT RESOLUTION — Set the resolution for effects.
- EFFECT QUALITY — Select the quality of the effects.
- EFFECT VOLUME — Set the volume of the effects.
- LIGHTING QUALITY — Select the quality of the lighting.
- DISPLAY RESOLUTION — Set the resolution for the display.
- DISPLAY FREQUENCY — Set the frequency for the display.
- FULL SCREEN — Turn full screen on/off.
- VERTICAL SYNC — Turn vertical sync on/off.
- ASPECT CORRECTION — Turn automatic aspect correction on/off.
- CONCURRENT OPERATIONS — Select the number of CPUs to use for parallel processing.
- CONCURRENT RENDERING — Turn concurrent rendering on/off.
- MULTI GPU (SLI) — Turn multi GPU rendering optimization on/off.

AUDIO CONFIGURATION

- SFX VOLUME — Adjust the volume of in-game sound effects.
- MUSIC VOLUME — Adjust the volume of in-game music.
- MAX CHANNEL SOUNDS — Set the number of sounds that can be played simultaneously.
- REVERB QUALITY — Select the quality of the reverberation.

Right Weapons

Choosing the most effective weapon for each situation is crucial for survival. These weapons are fired by clicking the mouse L-button (🖱).

MACHINE GUN

Incorporating a bull pup design and firing small caliber 5.56mm rounds, this gun is standard issue to infantry troops. Able to lay down a great deal of fire on the move, the machine gun is capable of dealing with numerous Akrid at the same time.

RIFLE

A semi-automatic sniper rifle that fires high velocity 7.62 ammunition. The attached scope allows zooming-in on distant targets, bringing even distant enemies within the rifle's range.

SHOTGUN

With a snub-barrel and detachable stock, the shotgun packs a strong punch in a small package. The spread inherent to shotgun shells means that even small errors in aim are likely to be forgiven. Its destructive force at close range is awesome.

ROCKET LAUNCHER

Fires small, high-powered rocket projectiles. While the missile itself is slow, upon impact, the missile's splash damage is great enough to envelop any nearby enemies. Only one shot at a time can be loaded and fired. Be cautious when reloading.

ENERGY GUN

Abandoning the gunpowder-based weapons of old, the Energy Gun fires compressed spheres of thermal energy. With a single pull on the mouse L-button, this weapon unleashes a sphere of highly concentrated destructive power. Hold down the mouse L-button to build up a charged shot.

PLASMA GUN

Like the Energy Gun, this weapon also belongs to the new class of energy weapons. Unlike the Energy Gun, the Plasma Gun is best suited to medium- and long-range enemies and commonly sees action as a sniper's weapon.

Left Weapons

Understanding the specific properties of each grenade, fired by pressing the **G key** (LT), is key to using these weapons effectively.

HAND GRENADE

A standard, simple weapon, unapologetic in both range and power. To increase the chances that an enemy is within its destructive arc, aim and then throw this grenade with proper power.

DISC GRENADE

A large hand grenade placed into a disc-shaped delivery package. The disc shape allows you to deliver a large blast radius against distant targets with a single targeted throw.

GUM GRENADE

A hand grenade employing a special adhesive that allows it to be attached to various objects. Gum Grenades can be thrown only a short distance, and the adhesive design makes accurate aim essential. Multiple grenades can be attached to a single object for massive damage.

PLASMA GRENADE

This grenade creates a plasma field upon detonation. While not particularly powerful, after a set period of time, it releases an electric shock that disables anything within range. Its disruptive properties are even capable of disabling a VS.

DUMMY GRENADE (online mode only)

A bomb disguised as a human-shaped balloon. Developed to display the same signature on radar as a normal human, it is particularly effective in disorienting enemies.

- Weapon exclusive to Online Battle.

VS Weapons

GATLING GUN

The three rotating, electrically controlled barrels of the high-speed Gatling Gun fire a round that has gained much fame on the battlefield — 7.62mm full metal jacket. The same ammunition used in the rifle, its penetrative capabilities, and the sheer amount of ordnance the Gatling can fire, make this a devastatingly powerful weapon.

ROCKET LAUNCHER

A large rocket launcher meant for use against the biggest Akrid threats. The rockets have been tuned to fly with increased stability at close to mid-range distances, and a direct hit by one of the missiles is one of the most devastating attacks a VS weapon can deliver.

LASER RIFLE

A high-energy laser weapon that uses thermal energy. Pulling the trigger causes the energy to build up, then release in a powerful beam of explosive force.

SHOTGUN

Developed to enable a VS to take on the Akrid. While limited in range, up close this shotgun is truly a force to be reckoned with. There is no need to reload after each shot, as the blowback from the shotgun itself triggers the reloading mechanism.

GRENADE LAUNCHER

Capable of lobbing multiple grenades into the air in a short amount of time. Upon detonation, the grenades fragment, spreading explosive bomblets over the immediate area. This ability enables the weapon to confront enemies over a wide area.

EM LASER

The next generation of Laser Gun. With each of its parts upgraded, it exceeds the Laser Gun in almost every way, including range and power. However, its attack speed is slower.

HOMING LASER

A homing weapon capable of locking-on to up to four targets at once. Astonishingly powerful at long range, its severest drawback is that enemies can enter a blind spot that exists directly in front of the weapon at short range.

Characters

Wayne

Rescued from a VS encased in ice, this young man is suffering from amnesia. All he can remember is his own name, and "Green Eye," the name of the Akrid that killed his father. Thanks to the power of the Harmonizer, a special piece of equipment and a gift from his father, Wayne is in excellent physical condition.

Yuri

Luka

Rick

A small band of Snow Pirates rescued Wayne from the ice. In order to eradicate the Akrid, they are roaming the planet, destroying every Akrid hive they uncover. Their leader is level-headed Yuri, joined by the spirited, vibrant Luka and gadget wiz-kid Rick.

Who Are the Snow Pirates?

Snow Pirates are a group of fighters who have chosen to live outside the bounds of society on E.D.N.III. In the settlement-spotted landscape of the planet, the Snow Pirates, whether it be simply to survive or to greedily acquire wealth, put their survival skills into action and never back down from a fight. Although Yuri's small group of three Snow Pirates was able to rescue Wayne, their numbers pale in comparison to the several hundred strong clans of Snow Pirates that exist elsewhere on the planet.

Akrid

The strongest threat to the existence of humankind on E.D.N. III are the planet's native inhabitants, the Akrid (AK).

Aim for the Weak Point!

Every Akrid has weak points located on its body where the T-ENG that resides within is exposed. By attacking these weak points, you can deal heavy damage to the Akrid.

Online Battle

Go online to fight with and against other Snow Pirates around the world.

Online Battle Flow

Online Battles are set up in the following order.

A Choose *Online Battle* from the Main Menu

B Select your character *(see below)*

C Choose your battle from the Lobby Screen *(see page 34)*

1 Hosting a battle
- a Create Mission
  - i Select Game Type *(see page 34)*
  - ii Select Rules *(see page 35)*

2 Joining a battle
- a Custom Match (Internet)
- b Quick Match (Internet)/Quick Match (LAN)

D Lobby *(see pages 34-36)*

E Team Selection *(see page 36)*

F Go to Battle!

G Results *(see page 36)*

Character Selection

Choose the character model and pattern to use in the Online Battle.

- New character patterns become available as your level goes up in ranked matches.
- You can change the model and pattern from the Top Lobby Menu.

Lobby

Select your Online Battle options.

- QUICK MATCH (Internet & LAN) — Quickly search for and automatically join a match.
- CUSTOM MATCH — Search for matches that meet selected conditions you set up. (Available only for Internet connection.)
- CREATE MATCH — Select the rules and host a new Online Battle.
- CHARACTER SELECTION — Choose the character model and pattern you'll use in Online Battle.
- MAIN MENU — Return to the Main Menu.

Game Types

- TEAM ELIMINATION — Teams battle it out to be the last one standing. Victory goes to the remaining team when all other teams' Battle Gauges drop to zero, or to the team with the largest remaining Battle Gauge when time is up.
- ELIMINATION — Individuals fight it out to be number one. Victory goes to the player with the highest Battle Gauge score when the first player's Battle Gauge reaches zero, or when time runs out.
- POST GRAB — Find and initialize all of the Data Posts on a Mission Map.
- FUGITIVE — The host becomes the fugitive, while other players hunt that person down. To win, the fugitive must either evade the hunters until the time limit is up, or build up his or her Battle Gauge to its maximum capacity. (The fugitive builds up the Battle Gauge by moving and/or defeating hunters.) For their part, hunters must find the fugitive and run that person's Battle Gauge down to zero in order to win.

Rules

When acting as a host and creating a new match, you can set the following rules:

- TEAMS — Select the number of teams. (This option is only available for Team Elimination games.)
- TIME LIMIT — Select the amount of time to play. (This option is fixed at 10 minutes for Fugitive games.)
- INITIAL EQUIPMENT — Select the starting weaponry.
- STAGE — Select the battle stage.
- LAYOUT — Set the item layout of the stage. (This option is not available for Fugitive games.)
- BATTLE GAUGE — Select the initial Battle Gauge strength. (This option is not available for Post Grab or Fugitive games.)
- FRIENDLY FIRE — Select the effect of friendly fire. (This option is not available for Elimination or Fugitive games.)
- TEAM CHANGING — Allow team changing. (This option is not available for Elimination or Fugitive games.)
- PLAYERS — Set the maximum number of players. (This option is not available for Fugitive games.)
- HUNTERS — Set the number of hunters tracking down the fugitive. (This option is only available for Fugitive games.)
- VAC — Turn the anti-cheat (VAC) function on/off.

In the Lobby

Search for available Quick Matches or Custom Matches. If you find any, they will be listed on this screen. Select a match to join from the list.

Join a match to proceed to the Lobby, where players can view each other's statistics while waiting for the host to start the game.

Team Selection

In Team Elimination and Post Grab games, players divide up into teams and do battle. Select the team you want to join from the Team Selection Menu. Use the mouse or cursor keys (⬍ or ⬌) to join a team. (This is only available when Team Changing is enabled on the Rules Screen.) When you select a team using the cursor keys, refer to the following:

- Ⓐ = enter key
- Ⓑ = backspace key
- Ⓧ = Z key
- Ⓨ = X key

Results

When the preset conditions are met, or time runs out, the online battle ends, and the game displays the Results Screen, showing:

- YOUR PERSONAL DETAILS
- YOUR PERSONAL STATISTICS
- OVERALL STATISTICS (for all participants)

About User Names

- The user name displayed is the user name configured in the STEAM profile. To verify the user name, go to Frends/Options/Profile Name in STEAM.

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ESRB RATING

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No hints or codes are available from Technical Support.

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