

 XBOX 360®



LOST PLANET 3

CAPCOM®



WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: 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 with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and 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, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

CONTROL SCHEME

THIS SECTION OUTLINES BASIC CONTROL INSTRUCTIONS. PLAYERS MAY CHOOSE BETWEEN SEVERAL CONTROL SCHEMES. FIND THE METHOD THAT'S RIGHT FOR YOU.

* THE 'CONTROLLER CONFIGURATION' CAN BE CHANGED THROUGH 'CONTROLS' IN 'OPTIONS' ON THE MAIN MENU.

* THIS GAME SUPPORTS VIBRATION. XBOX 360 CONTROLLER IS REQUIRED FOR VIBRATION.

ON FOOT

- A** COVER ACTION/DODGE
- B** USE
- X** RELOAD/REPAIR (HOLD FOR ALT AMMO)
- Y** SWITCH WEAPON - HOLD FOR PISTOL
- RB** GRENADE
- RT** FIRE
- RS** LOOK - CLICK FOR MELEE
- LB** GRAPPLING HOOK
- LT** AIM
- LS** MOVE - CLICK FOR SPRINT
- PULSE NAV MARKERS
- QUICK TURN
- ACTIVATE DEPLOYABLE (MP)
- ACTIVATE DEPLOYABLE (MP)
- PAUSE
- JOB LOG (SP)/ SCOREBOARD (MP)

ALTERNATIVE COVER

- A** DODGE ONLY
- B** COVER ACTION

ALTERNATIVE SPRINT

- A** COVER ACTION/DODGE/SPRINT
- LS** MOVE ONLY

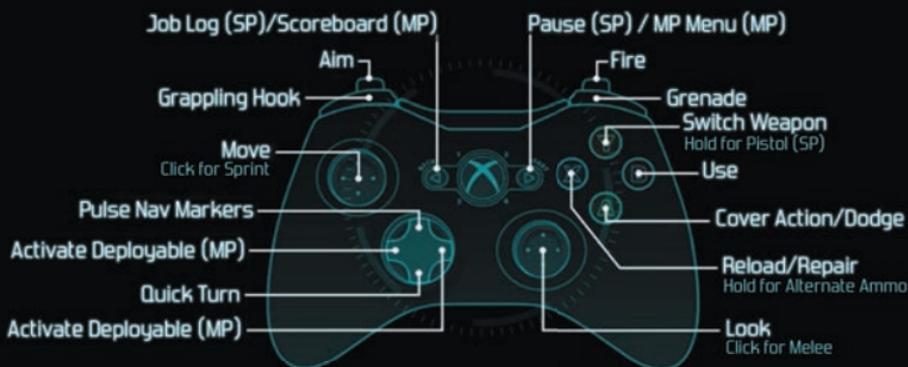
ALTERNATIVE UTILITY RIG CONTROLS

- Y** EXIT RIG
- B** SWITCH ARM MODULE

ALTERNATIVE VITAL SUIT CONTROLS

- Y** EXIT VITAL SUIT

CONTROL SCHEME



CONTROLLER ABOVE SHOWS THE DEFAULT CONTROL SCHEME FOR PLAYER ON FOOT.

UTILITY RIG

A	NONE
B	EXIT RIG
X	ATTACK/COMBO
Y	SWITCH ARM MODULE
RB	BLOCK/ACTIVE DEFENSE
RT	DRILL/TORCH (UPGRADE)
RS	LOOK
LB	WINCH
LT	GRAB
LS	MOVE - CLICK FOR SHOCK-JUMPER
	SHOW CURRENT OBJECTIVE
	PLAY MUSIC
	PREVIOUS TRACK
	NEXT TRACK
	PAUSE
	JOB LOG

VITAL SUIT

A	DASH
B	EXIT VEHICLE
X	RELOAD
Y	NONE
RB	NONE
RT	FIRE CHAINGUN
RS	LOOK
LB	NONE
LT	FIRE ROCKET
LS	MOVE
	NONE
	NONE
	NONE
	NONE
	MP MENU
	SCOREBOARD



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