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.

Table of Contents

Story 3
Game Controls 4
Main Menu / Mission Select 6
Game Screen 7
Vehicles 9
Allied Squads 12
Enemies 13
Credits 16
Customer Service 20
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.

THE STORY SO FAR

2013 – Scientists on Earth discover cryptic communications from deep space, which finally prove we are not alone in the Universe. From what could be deciphered from these messages, it seemed that the Earth would soon have visitors. Prominent leaders hope that our newly found Universal brethren would be benevolent and that we could live in peace.

2015 – After many failed attempts to contact the originators of these communication signals, a decision is made to form the Earth Defense Force, or EDF, as a contingency plan.

2017 – Our worst fears came to light as waves of aliens, dubbed the Ravagers, swarmed in and threatened to overtake our planet. The EDF was deployed...

EDF

The Earth Defense Force, or EDF, was formed from the armies of all nations of Earth. Its general headquarters lie in North America, and there are remote branch offices positioned at strategic locations throughout the world. This network of highly trained warriors has but one mission: To save the Earth from invasion by outside forces.

Members of the EDF are known for their devout attention to duty and physical prowess. They are trained specifically to defend the Earth against alien invaders, who may have powers and technology that will require quick thinking and improvisation to match. Despite overwhelming odds, and being heavily outnumbered by the Ravagers, the EDF continue to fiercely defend our planet.

The Earth Defense Force infantry is broken into three different specialty groups. The Reconnaissance Scout Squadron is made up of lightly armed troops that possess superior mobility and utilize stealth and confusion techniques to complete their missions. The Ranger Squadron is used for tactical support and heavy combat. The Storm Squadron specializes in lightning-fast assaults and missions that require specialized skill sets. Each branch of the EDF infantry uses squad level sizes of ten men, which are sometimes divided into smaller fire-teams for missions. Each squad is commanded by an EDF Captain who each has the authority to command any of the smaller squadrons in the field.
GAME CONTROLS

**Basic and Advanced Controls**

The default control scheme is set to Advanced, where the player directly controls the movement and aim of the character. Basic is a simpler control style, where the character adjusts aim slightly to hit enemies at different heights.

**Controls: Advanced**

- **L**: Move / Strafe
- **L (Click)**: Not Used
- **C**: Aim / Turn
- **C (Click)**: Not Used
- **Y**: Jump / Roll (while strafing)
- **Y**: Zoom / Activate
- **X**: Fire
- **Z**: Switch Weapons
- **A**: Not Used
- **B**: Not Used
- **X**: Not Used
- **Y**: Not Used
- **>**: Pause Menu
- **<**: Pilot / Get off vehicle

**Controls: Basic**

- **L**: Move / Turn
- **L (Click)**: Zoom / Set up emplacement
- **C**: Camera up / down
- **C (Click)**: Not Used
- **J**: Strafe Left
- **Y**: Roll Left
- **X**: Strafe Right
- **Z**: Roll Right
- **A**: Jump / Roll (while strafing)
- **A**: Switch Weapons
- **B**: Fire
- **X**: Aim Upwards
- **Y**: Pause Menu
- **>**: Pause Menu
- **<**: Pilot / Get off vehicle

For Vehicle Controls, see Page 9
**MAIN MENU**

New Game – Starts a new game.

Continue Game – Continues a game from saved data.

Battle Mode – Allows for two players to face off in a battle royale where any weapons unlocked in Mission Mode may be used.

Change Storage Device – Allows the player to change where data is saved to and loaded from.

**EDF HEADQUARTERS MENU**

Start Mission – Brings the player to the Mission Selection screen.

Select Equipment – Allows the player to choose two pieces of equipment to bring into battle.

Save – Brings the player to the Save Game screen.

Game Settings – Brings the player to the Game Settings Menu.

Return to Title – Returns the player to the Title screen.

**GAME SCREEN**

Health Meter – Displays current and maximum.

Weapon Indicator – Displays your currently equipped weapon and its ammo.

Crosshair – This is the area in which the character is aiming.

Radar – Shows a 360 degree view of your surroundings. Red dots are enemies, blue are allies, green are item drops, and yellow are vehicles.

Enemy – A Black Terror Ant. One of the many invading enemies you face in your missions.

Item – There are four different types of items dropped by enemies. These items help you advance through the current and future missions.

EDF Soldier – A teammate, allied with you to defeat the Ravagers health.

Weapon – Provides a chance to unlock a weapon at the completion of the mission. Higher difficulties and later missions give you stronger weapons.

Armor – Increases maximum health.

Small Health Kit – Recovers current health by a small amount.

Large Health Kit – Recovers current health by a large amount.
GAME SCREEN - CONTINUED

PAUSE MENU

**Restart Mission** – Restarts the current mission.

**Quit** – Returns the player to the Mission Select Menu.

**Game Settings** – Allows the player to change various options, such as: Sound volume, Music volume, Voice volume, Screen Shake, and Player Settings.

PLAYER SETTINGS

**Rotation Speed** – Adjusts the speed at which the player turns.

**View** (Up/Down) – Switches between normal and reverse (Y-flipped) up and down movement.

**View** (Left/Right) – Switches between normal and reverse (X-flipped) left and right movement.

**Vibration** – Toggles Vibration on or off.

**Camera Effect** – Toggles the cinematic camera on and off when in-game events occur.

**Control Type** – Switches between Basic and Advanced control styles.

**Default Settings** – Returns all settings to default.

VEHICLES

**COMBAT VEHICLE E551 GIGANTUS**

This tank was developed exclusively for the Earth Defense Force. It is equipped with advanced composite/reactive armor plating, making its defensive capabilities truly astounding. Its only armament is the 120mm cannon, which blows enemies and buildings away with devastating effect. Its moderate speed, powerful cannon and thick armor mean that it is well balanced for almost any situation.

- L: Move
- C: Aim Turret
- X: Fire Cannon
- A: Fire Cannon
- B: Fire Cannon
- Y: Fire Cannon

**SDL2 AIRBIKE**

This is a state-of-the-art hover bike equipped with a 7.62mm machine gun. The air bikes hover drive allows you to zoom over even the worst terrain and road conditions. Also, the lack of any substantial armor makes its speed second to none. Its speed capability is a boon when attempting to get across large expanses of land for rescue operations. While the machine gun may be powerful, it is mostly meant to serve as a last ditch defensive weapon.

- L: Move
- X: Fire Machine Gun
**COMBAT HELICOPTER EF24 BAZELATO**

This high performance assault helicopter was developed by the EDF for their own use. Its 30mm UT machine gun can rip through swarms of weak enemies, while the missile launcher packs a punch against more heavily armored enemies. The ability to rise well above the field of battle gives this vehicle a distinct advantage in urban environments, as well in the more open terrain of the coastal lands.

- **L** Move
- **C** Elevation
- **X** Strafe Left
- **J** Strafe Right
- **A** Elevation
- **B** Fire Machine Gun
- **X** Fire Machine Gun
- **Y** Fire Missile

**BATTLE MACHINE VEGALTA**

This battle machine was developed specifically to combat The Ravagers. Its impressive arsenal is comprised of three weapons: a gatling gun, a rocket launcher and a flamethrower. This trio of deadly armaments is well balanced for all situations, ranging from hordes of weaker enemies to single, colossal foes. The battle machine’s slow speed and lack of maneuverability are offset by the addition of a booster pack that allows it to fly for a short time.

- **L** Move
- **L** (Click) Jump (Hold to Hover)
- **C** Rotate Arms
- **C** (Click) Fire Flamethrower
- **J** Fire Machine Gun
- **X** Fire Missile
- **Z** Fire Flamethrower
- **A** Jump (Hold to Hover)
- **B** Fire Missile
- **Y** Fire Machine Gun
- **X** Fire Machine Gun
- **Y** Fire Flamethrower
ENEMIES

TERROR ANTS
These are the weakest members of The Ravagers' forces, but their strength comes in numbers. They are an advanced biomech technology that has been made to mimic the ecology and bodily structure of giant ants. The Ravagers are able to deploy these anywhere, almost instantly, making for a very effective surprise attack. They can crush their prey with powerful mandibles or spray acid that eats away at its victim's armor and skin. This acidic substance is being analyzed at EDF headquarters. The red Terror Ants are more powerful than their black counterparts because they are able to take far more damage.

Terror Ants are particularly vulnerable to close range fire from shotguns, assault rifles and flamethrowers. Grenades don’t work too badly against them either.

ASSAULT SPIDERS
The Ravagers’ Assault Spiders were engineered to be high-flying, silk-spinning death machines. They can leap several city blocks in a single jump and their spinnerets produce a sticky, acidic thread that is easily capable of plucking a jet or helicopter from the sky. The silk thread is also effective against ground units because it slows them down on contact.

EDF forces must destroy the source of the thread to break free from its crippling grasp. Assault rifles or rocket launchers are great for taking them down before they get within webbing range.

RAVAGER GUNSHIPS
These are the staple of The Ravagers' mechanized forces. These flying nuisances emerge from The Ravagers' giant Quadrupeled Fortress. While they are not particularly agile, they can maneuver at moderate speeds, giving them an easy way to aim their...
powerful diffusion lasers at you from above. Once locked on, these laser cannons can rip less-fortunate ground based enemies to pieces. The red Ravager Gunships are far more deadly than their silver counterparts because they deal far more damage and have much thicker armor.

Ravager Gunships are particularly vulnerable to heat-seeking missiles and assault rifle fire.

**FLYING SAUCER**

These massive transport ships are often seen hovering ominously over cities where havoc is being unleashed below. Their underside has a hatch that opens to release Terror Ants, Assault Spiders, or even Walking Arms.

They are invulnerable to all types of fire. EDF rocket launcher squads and snipers are usually dispatched to deal with Flying Saucers, looking for an opportune moment to attack their weak spot.

**WALKING-ARM “HECTOR”**

This giant bipedal robot can lay waste to an entire city from several kilometers away. It is equipped with a pair of lethal arm weapons that come in two varieties. The first is a plasma-based Gatling gun that has an extremely high rate of fire. The second is an artillery arm that is capable of lobbing explosive plasma orbs at great distances.

Because of the Walking Arms’ height, they are somewhat unstable. Hitting them with a rapid fire assault rifle is a popular EDF tactic to give them time to close the distance and make it possible to employ heavier weapons.

**QUADRUPED FORTESS**

Possibly the most devastating ground-based vehicle in The Ravagers’ armament. This giant walking fortress is equipped with lasers for close range defense and 2 plasma cannons that are 150 meters long.

Its metallic hide is impervious to all types of fire and it has an orange force field that acts as a barrier.

Like the Flying Saucer, the Quadruped Fortress transports other Ravager units to the front lines. But like the flying saucer, it also has a weak point that exposes itself. This spot has to be targeted with something accurate and powerful, like a sniper rifle or a rocket launcher.

**EVALEK DINO-MECH**

A truly awe-inspiring sight. This enormous, dinosaur-like creature has been outfitted with powerful armor that gives it substantial protection from normal weapons. Despite its massive size, this creature can still move with alarming speed. It is capable of destroying massive areas with its fire breath and a devastating smash attack that can level buildings.

No matter what weapons the EDF employs against the giant Dino-Mechs, they seem to soak up the damage. A popular EDF tactic is to try and flank the creature with a vehicle while ground forces draw its fire.

**???”**

While similar in appearance to the Dino-Mech, this unknown creature appears to have been biomechanically altered by The Ravagers. Heavier armor has been added to protect the beast’s soft spots and its arms have been removed to make room for two massive laser cutting cannons. Tearing through buildings, bridges, and even the heavily armored E551 Gigantes tank is quick work for this massive creature.

Just like the Dino-Mechs, the unknown creature can take massive amounts of damage of all types. EDF forces must stay highly mobile and try to attack the unknown creature from behind to avoid its attacks.
CREDITS

PLANNED AND DEVELOPED BY SANDLOT

Game Director/Programmer ................................................................. Toshio Noguchi
Director/ Planner ............................................................................... Takehiro Honma
Chief Designer /Modeller ................................................................. Hiromichi Tomita
Character/ Mechanical Designer ....................................................... Sanbasou
Programmers .................................................................................. Nobuo Fuji
................................................................................................. Tatsuya Sato
................................................................................................... Toshiro Iwasaki
................................................................................................... Shinnichi Okada
Motion Designer ................................................................................ Yumiko Tomiyama
Caption Designer .............................................................................. Masato Yamashita
Mechanical Modeller ........................................................................ Hirofumi Morimoto
Map Modellers ................................................................................ Fuminori Niwano
................................................................................................. Kazuhiro Ohkawa
................................................................................................... Kenji Sato
................................................................................................... Shinya Yamamoto
Program Support ............................................................................... Yoshihiro Itou
................................................................................................. Nobuo Fuji
Assistant Planner ............................................................................... Eisaku Satou
Sound Designer/GHM ....................................................................... Masafumi Takada
................................................................................................... Jun Fukuda
................................................................................................... Shinya Tanaka
Special Thanks ................................................................................ Half H Rei Studio
................................................................................................. Grasshopper Manufacture
................................................................................................. Pole To Win
................................................................................................. Masatsugu Igarashi
................................................................................................. City & Wall
................................................................................................. Seiichi Iwasaki
Producer / Sandlot ........................................................................... Shiro Kuroda

D3PUBLISHER INC.

Producer .............................................................................................. Nobuyuki Okajima
Producer - Series Unification ............................................................... Nobuyuki Okajima
Assistant Producer ........................................................................... Yuichi Sugisaki
Marketing Staff ................................................................................ Hiroshi Kawakatsu
................................................................................................. Midori Mochizuki
................................................................................................. Hiroki Yamamoto
................................................................................................. Yuki Mori
................................................................................................. Yuichiro Shirota
................................................................................................. Kaori Ohike
................................................................................................. Tsuyoshi Oka
Special Thanks ................................................................................ Hiroshi Ogasawara, Shin-ya Takagi, Naoi Azahara, Kayoko Maeda, Yuichi Sugisaki, Tatsuya Okuma, Shinya Itakai, Yuji Konishi, Toshio Takekawa, Atsushi Suzuki, Kiyoshi Tanaka, Takashi Miyamoto, Mari Hosoya, Saki Masuko, Mirei Mogi, Miuuki Kawasaki, Kenji Kotera, Kouichi Murayama, Eriko Yagi, Ken Tajima, Yoko Watanabe, Taichi Yokoi, Shinji Tanase, Masaki Kojima, Yasunori Matsuki, Hidetada Tachibana, Yumiko Fujita, Katsutomo Komine, Toshio Chuo

Executive Producer .......................................................................... Yuji Ito
**CREDITS - CONTINUED**

**D3Publisher of America, Inc.**

**Producers** ................................................................. Brian Etheridge
................................................................. Atsuko Otani
**Senior Producer** .......................................................... Steve Baldoni
**Arizona General Office Manager** ........................................... Michael Greene
**Manager of Support Services** ........................................... Steven J. Kasperek Jr.
**Senior Tester/Translation Assistance** ....................................... Joe Fletcher
**Testers** .................................................................................... Elise Burgess
.......................................................................................... Michael Koelsch
.......................................................................................... Jack Oakley
.......................................................................................... Geoff Schoenthal
.......................................................................................... Tanner Smith
**Vice President of Product Development** .................................. Brian Christian
**Business and Product Development Coordinator** ...................... Mayumi Dietrich
**Product Development Coordinator/Translator** ......................... Nana Suzuki
**Translator** ............................................................................ Chika Yoshigai
**Vice President of Marketing** .................................................. Alison Quirion
**Marketing Manager** .......................................................... Michael Scharnikow
**Publicity Manager** ............................................................ Tamara Sanderson
**Publicist** ................................................................................ Megan Korns
**Vice President of Sales & Operations** ....................................... Kim Motika
**Associate Operations Manager** ........................................... Donna Marr
**Vice President of Licensing / Business Development** ................. Careen Yapp
**Associate Licensing Manager** .............................................. Adeline Petros
**Director Finance / Administrative / Global Planning** ............... Hidetaka Tachibana
**Executive Vice President / COO** .......................................... Yoji Takenaka
**President and CEO** ............................................................ Yuji Ito
**Voice Talent** ........................................................................... Cindy Robinson
.......................................................................................... Karen Strassman
.......................................................................................... Michael McConnachie
.......................................................................................... Lex Lang
.......................................................................................... Joe Cappelletti
.......................................................................................... Kirk Thornton

**D3Publisher of Europe LTD.**

**Managing Director** .......................................................... David Hope
**European Sales Manager** ..................................................... Liam Taylor
**PR and Marketing Manager** .................................................. Suzanne Sutton
**Operations Manager** .......................................................... Jen Wilder
**Finance and Admin Manager** ................................................ Anne Dockerill
**Special Thanks** ..................................................................... Hiroko Harino
.......................................................................................... Tomoko Ide
.......................................................................................... Katsumoto Komine

**Technicolor Interactive Services**

**Director** .................................................................................. Lex Lang
**Dialogue Recordists** ............................................................ Morgan Gerhard
.......................................................................................... David Walsh
**Dialogue Editors** ................................................................... David Fisk
.......................................................................................... Mark Jasper
.......................................................................................... Frank Szick
**Dialogue Supervisor** ............................................................... Lydian Tone
**Dialogue Manager** ............................................................. Tom Hays
**Localization Director** ............................................................. Rafael Lopez
**Localization Manager** .......................................................... Ivan Glaze
**Project Manager** ................................................................. Carole Huguet
CUSTOMER SUPPORT

Everyone at D3Publisher of America, Inc. works hard to make sure that you, our customer, have as much fun playing our products as we had making them. We make every effort to ensure that our products are problem-free. But in the rare instance where something has slipped through our product testing process, we want to get a solution to you as quickly as possible. At Customer Support, we take support seriously. So, in the unfortunate event that you do encounter a problem with one of our products, please contact us. You will find that the answers to many of your questions are available on our website, including tips and strategies on playing the game. If you cannot find the answer you are looking for, you will not have to make your way through an obstacle course. Our living, breathing human beings will help you get back to the important things in life... like playing video games.

WEBSITE

This is the best place to go for tips and strategies on playing our games!

www.d3publisher.us

Email: support@d3p.us

D3PUBLISHER SUPPORT SERVICES DIVISION

1270 East Broadway Suite 213

Tempe, AZ 85282

Phone: (480) 517-4900 Monday – Friday 8am – 5pm MST

Separate cables may be required for HDTV and Dolby Digital. Sold separately. Dolby and the double-D symbol are trademarks of Dolby Laboratories. ©2006-2007 D3PUBLISHER. Game and Software is ©2006-2007 D3PUBLISHER INC. Distributed in North America by D3Publisher of America, Inc. Earth Defense Force® 2017 and its associated characters and names are trademarks or registered trademarks of D3Publisher of America, Inc. and used under license. D3Publisher and its logo are trademarks of D3Publisher of America, Inc. Developed by SANDLOT. SANDLOT and its logo are trademarks of SANDLOT. All rights reserved. The ratings icon is a registered trademark of the Entertainment Software Association. Microsoft, Xbox, Xbox 360, Xbox Live, and the Xbox logos are trademarks of the Microsoft group of companies. All other trademarks and trade names are the properties of their respective owners.
Fun and frantic racing action comes to the XBOX Live Arcade!

www.d3publisher.com

©2007 Load Inc. Published exclusively by D3Publisher of America, Inc. worldwide. Developed by Load Inc. “Load Inc.”, Load Inc. logos, “Mad Tracks” and Mad Tracks logos are trademarks of Legacy Of Artists And Developers Incorporated SARL in France and/or other countries and used under license. D3Publisher and its logo are trademarks or registered trademarks of D3Publisher of America, Inc. All rights reserved. The ratings icon is a registered trademark of the Entertainment Software Association. Microsoft, Xbox, Xbox 360, Xbox Live, and the Xbox logos are trademarks of the Microsoft group of companies.