SKIP CINEMATIC/
SEE MULTIPLAYER SCOREBOARD
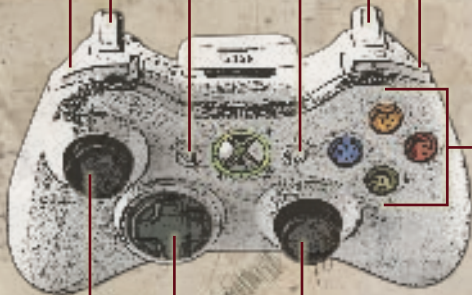
START/PAUSE

AIM

SHOOT/THROW GRENADE

SEE OBJECTIVES
AND SQUAD STATUS

RELOAD

MOVE

SWITCH WEAPONS

LOOK/CLICK TO ZOOM

Y POINT OF INTEREST

X USE/INTERACT

B MELEE/TAG

A TAKE COVER/
EVADE/MANTLE

DOCUMENT NO.:
NO CHANGE IN CLASS
NAME: Jonathan Harper
RANK: Sergeant

EPIC GAMES

Microsoft
game studios

COALITION OF ORDERED GOVERNMENTS

MANUAL

FOR TECHNICAL REFERENCE

GEARS OF WAR 2

RESTRICTED

COALITION OF ORDERED GOVERNMENTS
FIELD MANUAL

Video game designers ask a lot of their players.

Beyond putting them in seemingly impossible situations with overwhelming odds, we ask them to immerse themselves in the worlds that we craft. We ask them to believe the fantastic. Most importantly, we ask our players to drive the experience. To interact. And from that interaction comes a tremendous amount of satisfaction and a connection to a universe seldom seen in other forms of entertainment.

This video game, GEARS OF WAR® 2, was designed around the idea of cinematic action. We wanted the gameplay experience to feel like a summer blockbuster where you, the gamer, are the star. We built GEARS 2 to be an emotional rollercoaster of a ride. One minute you'll feel overwhelmed as the Locust Horde is bearing down on you in the dark and the next you'll feel empowered as you send them back underground with your Chainsaw Bayonet.

When you take control of Marcus Fenix™ and Delta Squad, you're fighting for humanity itself. This is a story that is both epic in scale and also immensely personal. Dominic Santiago's frustration with not knowing the fate of his wife is building to a head. Jacinto itself, humanity's last stand, is threatened and it's do or die for mankind.

We've put a lot of love into this game and we hope you enjoy the ride!

--Cliff Bleszinski

Design Director, Epic Games, Inc.

WHERE WE STAND

[MESSAGE FROM CHAIRMAN PRESCOTT] ★

We had hoped the Lightmass bombing at Timgad would decimate the Locust Horde, but they survived, and returned stronger than ever. They've brought with them a force that can sink entire cities.

Even Jacinto, our last beacon of hope through all these dark days, is now at risk. Soon we'll have nothing left to defend and that means we have only one option: attack.

Gears, what I ask of you now is not an easy thing, but it is necessary. If we are to survive, if we are to live long enough to see the seasons pass, our children grow, and experience a time of peace that we have never known, we must now take this fight to the Locust.

We will go to where they live and where they breed and we will destroy them.

This is the day we take the battle to the heart of the enemy. This is the day we correct the course of human history. This is the day we ensure our survival as a species!

Soldiers of the COG, my fellow Gears, go forth and bring back the hope of humanity!

First rule of the Gears: Take cover or die.

WEAPONS

LANCER
ASSAULT RIFLE

- • THE WORKHORSE COALITION WEAPON   • FULLY AUTOMATIC
- • INTENDED FOR MIDRANGE COMBAT   • DEADLIEST MELEE WEAPON

To activate the Lancer's Chainsaw Bayonet, press and hold **(B)**. This unique melee attack is designed to take out most enemies in a single cut, but can also be used to clear certain obstacles.

HAMMERBURST
ASSAULT RIFLE

- • STANDARD-ISSUE LOCUST DRONE WEAPON
- • MORE POWERFUL, ACCURATE THAN A LANCER   • ZOOM CAPABILITY

Superior to the Lancer when it comes to firing, but lacks the melee capabilities of the Chainsaw Bayonet. Can be fired faster by rapidly pulling **RT**, though this also reduces accuracy.

GNASHER
SHOTGUN

- • EXCELLENT STOPPING POWER   • EIGHT-ROUND CAPACITY
- • EXTREMELY DEADLY AT POINT-BLANK RANGE

Small ammo capacity, but its power more than makes up for it. Can kill a Locust Drone in one shot at close range, but is not nearly as powerful at farther distances.

PISTOLS

One-handed firing capability makes these the weapons to use while handling enemy shields and Boomshields.

SNUB PISTOL

- • STANDARD-ISSUE COALITION SIDEARM
- • EXCELLENT BACKUP WEAPON   • ZOOM CAPABILITY

Regular firing mode is a single shot. To increase the rate of fire, rapidly pull **RT**.

GORGON PISTOL

- • POWERFUL MEDIUM-RANGE WEAPON
- • DUAL-CLIP ACTION   • ZOOM CAPABILITY

Capable of firing four short bursts per reload. Deadly at close range, though its power is offset by a small clip and long reload time.

BOLTOK PISTOL

- • PERFECT ACTIVE RELOAD YIELDS FASTER RATE OF FIRE
- • DEVASTATING SINGLE SHOT   • ZOOM CAPABILITY

Greater accuracy than the Gorgon Pistol, but its six-shot capacity means every shot must count. Equally effective at long and short ranges.

BOOMSHIELD

- PORTABLE PROTECTION FROM GUNFIRE AND EXPLOSIONS
- CAN BE USED IN CONJUNCTION WITH ANY PISTOL

Protects its wielder but reduces speed and maneuverability. To pick up, approach and press (X). To plant in the ground for stationary cover, press and hold (LT), then press (A). Keep in mind that it can be kicked down by enemies. To discard, change weapons.
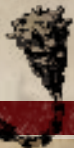
GRENADES

Hand-thrown explosive devices ideal for clearing an area. Hold (LT) to view trajectory. Move (R) to alter this projected arc, then press (RT) to throw.

Tag onto enemies, walls, and objects by pressing (B). Grenades on enemies blow up in seconds, while grenades on walls and objects become proximity traps.

FRAG

Creates an explosion that can down or kill enemies. Can also close e-holes. Effective against multiple targets.

SMOKE

Obscures an area with a cloud of smoke while delivering a concussive blast that knocks enemies on their backs.

INK

Poisons an area, making it hazardous for a short time. Prolonged exposure leads to death.

Heard you should aim the Boomshot near an enemy. Let the explosion do the work.

SCORCHER FLAMETHROWER

- EXCELLENT FOR SHOOTING AROUND OR OVER COVER
- PERFECT ACTIVE RELOAD YIELDS LONGER FLAME

Fires a concentrated flame that burns or kills. Targets are often still dangerous while burning, so keep applying the heat to finish them off.

LONGSHOT SNIPER RIFLE

- MOST POWERFUL ZOOM AVAILABLE • DEADLY EVEN AT LONG RANGE
- PERFECT ACTIVE RELOAD INCREASES HEADSHOT, HELMET DAMAGE

Can kill most Locust with a single headshot. To activate the integrated scope, press and hold (LT), then click (R) to zoom. One shot per reload.

BOOMSHOT

- TAKES OUT MOST ENEMIES WITH ONE SHOT • DOESN'T SLOW MOVEMENT
- PERFECT ACTIVE RELOAD YIELDS ADDITIONAL CLUSTER EXPLOSIONS

Produces a large initial blast, followed by several smaller explosions. Its heavy firepower is offset by a slow reload time. Don't use at close range or in tight quarters--the force of explosion can kill you along with your target. One shot per reload.

TORQUE BOW

• FIRES HIGH-POWERED, EXPLOSIVE-TIPPED ARROWS
• ADVANCED TARGETING RETICLE   • EFFECTIVE MELEE

Extremely accurate, especially at long distances, but requires careful aiming. Press and hold LT to enable, then hold RT to aim and release to fire. If you hold RT long enough, the arrows stick into the target before exploding.

HAMMER OF DAWN

• IMULSION-ENERGIZED SATELLITE PARTICLE BEAM
• HANDHELD TARGETING   • QUICKLY DESTROYS LARGE ENEMIES

Requires a clear line of sight on the target and an open sky in order to fire. Press and hold LT to aim, then hold RT to fire. Note that this weapon requires a few moments to lock onto a target before firing.

TROIKA TURRET

• HIGH-POWERED, TURRET-MOUNTED MACHINE GUN
• GUNNERS PROTECTED WITH SHIELDS AND HELMETS

An extremely deadly mounted weapon. Soldiers should take cover and avoid its line of fire at all costs. Eliminating the gunner lets you take control of the weapon. Subject to overheating, but can be cooled by pressing RB.

IMULSION =

HEAVY WEAPONS

Devastating firepower, but speed and maneuverability are reduced while using these weapons.

MULCHER

• HIGH-CALIBER MACHINE GUN   • LARGE AMMO CAPACITY
• CUTS THROUGH MULTIPLE ENEMIES AT ONCE

Can be fired from the hip, but is far more accurate when mounted on a stable surface by holding LT. To fire, press and hold RT. Barrel spins, then gun begins firing until you release the trigger, or until it overheats or runs out of ammo. To cool, press RB.

MORTAR

• DEALS MASSIVE DAMAGE TO MULTIPLE ENEMIES FROM A DISTANCE
• FULLY DEPLOYABLE   • EXCELLENT AGAINST LARGE ENEMIES

Press and hold LT to deploy, then hold RT to aim and release to fire. The longer you aim, the farther the shot goes. As the mortar shell approaches its target, it bursts open, releasing a hail of deadly explosives. Has a distinctive sound when fired, so head for safety if you hear it. Don't use at close range or in tight quarters--the force of explosion can kill you along with your target.

= EXPLOSIVE

CONTROLLER

BACK — SKIP CINEMATIC/ SEE MULTIPLAYER SCOREBOARD

LT — AIM

LB — SEE OBJECTIVES AND SQUAD STATUS

L — MOVE

SWITCH WEAPONS
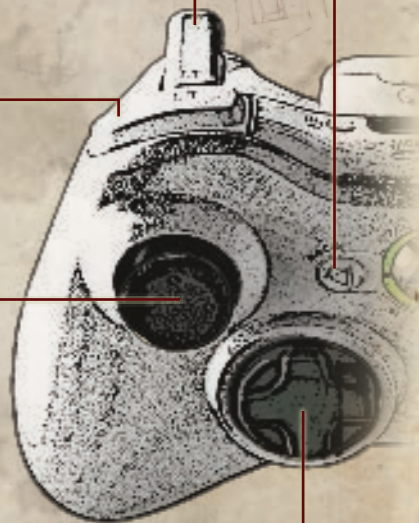
START — START/PAUSE (OPTIONS)

RT — SHOOT/THROW GRENADE

RB — RELOAD (SECOND, WELL-TIMED PRESS: ACTIVE RELOAD)

Y — POINT OF INTEREST

X — USE/INTERACT

B — MELEE/TAG (HOLD FOR CHAINSAW)

A — TAKE COVER/ EVADE/MANTLE (PRESS AND HOLD FOR ROADIE RUN)

R — LOOK (CLICK TO ZOOM)

NOTE: FOR ENEMY SHIELD AND EXECUTION CONTROLS, SEE PAGE 18.

NOTE: TO CUSTOMIZE CONTROLS, SELECT XBOX 360® CONTROLLER SETTINGS FROM THE OPTIONS MENU.

HEADS-UP DISPLAY

Squad status and position. If it's red, your squadmate is down. To revive him, get near him and press Ⓧ.

Weapon in use.

Current mission objectives. To display, press LB.

Find the exit.

Ammunition status.

Weapon selector (shown here). To switch weapons, press ◯.

OR

Crimson Omen (life indicator).
(SEE PAGE 14.)

OR

Targeting reticle. To activate, press LT.
(SEE PAGE 15.)

Active reload indicator. To reload, press RB; press again for an active reload.
(SEE PAGE 16.)

Ammunition picked up.

Contextual maneuver or action indicator.

An icon appears when a special move or action is possible. (SEE PAGES 19-22.)

Would HAve gotten smoked in that battle without the ACTIVE RELOAD...

THE CRIMSON OMEN (LIFE)

Life is simple: When you see a target bleeding, it's taking damage. Same goes for you. As you take damage, you'll see the Crimson Omen filling with blood to show your status.

WOUNDED

FIG. 1-A

DYING

FIG. 1-B

DOWN BUT NOT OUT/DEAD

FIG. 1-C
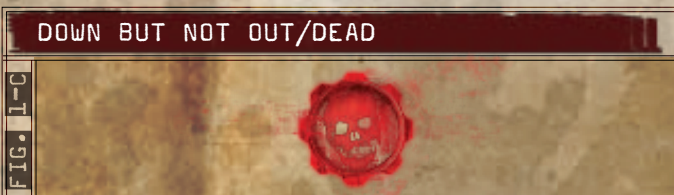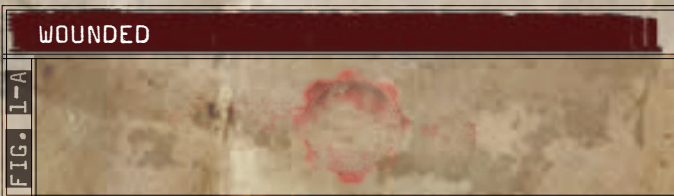
If you avoid further damage when wounded or dying, you'll regenerate (a chance to hone your cover-taking skills). When the Crimson Omen is full, you are down but not out, or dead. If down, use 🅛 to crawl towards help or you will bleed out and die. Rapidly press Ⓐ to crawl faster.

TARGETING

AIMING	To take aim, press and hold 🄻🅃 and move 🅡. A reticle appears and turns red when aimed at an enemy. Note that when you take aim while in cover, you remain mostly in cover, but your head may be exposed.
ZOOMING	To magnify your aim, press and hold 🄻🅃, then click 🅡. You can only zoom with the Longshot Sniper Rifle, Hammerburst Assault Rifle, or the various pistols.
SHOOTING FROM THE HIP	Move 🅡 until you have a target centered, then pull 🅁🅃 to fire. This method of targeting is fast but inaccurate.
BLIND FIRE	While in cover, pull 🅁🅃 to fire around cover without exposing yourself to damage. This move sticks your gun out of cover and fires, but is even less accurate than shooting from the hip.

PISTOL =

ACTIVE RELOAD

To manually reload your weapon, press **RB**.

To attempt an active reload, press **RB** a second time. Success is a matter of timing and practice. There are three possibilities when attempting an active reload:

SUCCESS

FIG. 2-A

If you succeed, you reload faster.

PERFECT

FIG. 2-B

If you achieve a perfect reload, you reload much faster and may gain a weapon advantage.

FAILURE

FIG. 2-C

If you fail, your gun jams and you will spend more time reloading than if you had let it automatically reload.

MELEE

When an enemy is close, you can press **B** to melee attack him with your current weapon. Warning: If an enemy is this close, he can melee you as well.

There is one great melee advantage on the battlefield: the Lancer Assault Rifle. This weapon has an integrated, carbide-tipped, variable-torque Chainsaw Bayonet. If you're holding this rifle, press and hold **B** to activate the Chainsaw Bayonet and dish out high-RPM death. Few enemies can withstand this brutal assault.

⊘ NOTE: YOU CAN BE SHOT WHILE ATTEMPTING OR EXECUTING A CHAINSAW ATTACK.

If you have a grenade equipped and press **B** to melee, you can tag the grenade onto a nearby opponent or onto a wall or an object to set a proximity trap.

CHAINSAW DUELS

If you attempt to chainsaw an opponent who is holding a Lancer and facing you, you're in for a duel. To win, rapidly press **B**.

If you are faster and more relentless than your enemy, you'll win the contest and avoid dismemberment.

Damn Tickers...at least a quick melee gets em off me

ENEMY SHIELDS AND EXECUTIONS

When an enemy is down but not out (crawling), you can use him as a shield or execute him with a finishing move.

To use a downed enemy as a shield, approach him and press (A). This is an effective way to protect yourself while under fire or to rush an enemy position. Keep in mind that you can only fire pistols when using an enemy shield and that your shield disintegrates if it takes too much damage.

You can also melee while using a shield by pressing (B). To drop your shield, press (X) or switch weapons. Dropping a shield eliminates it from the battlefield.

To finish a downed enemy off with style, perform one of the following executions:

(X) CURB STOMP	(B) QUICK KILL	(Y) EXTENDED KILL

While a close-range kill may be gratifying, keep in mind that finishing your enemy from a distance is often far safer.

COVER AND BASIC MANEUVERS

To move, use (L). All special moves--evading, using cover, climbing over an obstacle (mantling), and roadie run--use the (A) button with (L).

GET INTO COVER

FIG. 3-A

Use cover in combat or die. Move toward anything that looks like cover (column, doorway, etc.), then press (A).

To crouch while in standing cover, click (L).

EXIT COVER

FIG. 3-B

To break cover, move away from the cover point.

MANTLE

To jump over low cover, move 🕹 in direction of the jump, then press Ⓐ. Note that you must be in cover before you can mantle.

EVADE

Tap Ⓐ while moving 🕹 in the direction you want to roll. If there's no cover, you dodge and roll. You can also evade or roll out of cover.

COVER SLIP

To quickly slip around the corner of cover without having to back up first, move 🕹 in the direction you want to slip, then press Ⓐ.

= COVER

SWAT TURN

While in cover, minimize exposure in reaching a nearby cover point with a SWAT turn. Move 🕹 toward adjacent cover, then press Ⓐ. You can interrupt a SWAT turn by holding down Ⓐ.

ROADIE RUN

Part crouch, part run that makes you harder to target. To roadie run, press and hold Ⓐ and move 🕹 while out of cover. You cannot fire while roadie running. Holding Ⓐ while moving in cover increases movement speed.

CRAWL

When you are down but not out, move 🕹 to crawl to safety or to a squadmate who may be able to revive you.

Rapidly press Ⓐ to crawl faster. Use 🔲RT to call for help while crawling. If you're downed while holding a grenade, you can use 🔲RT to detonate it.

INTERACTION

To use items and perform context-sensitive tasks not associated with targeting and movement, press Ⓧ. An icon appears when this function is available (for example, when you stand near ammunition).

PRESS Ⓧ TO:	WHEN NEAR:
Pick up/swap weapon	Dropped weapon
Pick up ammo	Ammunition cache or weapon
Pick up shield	Boomshield
Revive squadmate	Downed squadmate
Curb stomp enemy	Downed enemy
Man turret	Mounted weapon
Kick open door (see fig. 1)	Functional door
Use lever or switch (see fig. 2)	Operable lever or switch
Engage valve	Working valve
Press button	Operable button
Climb	Ladder

FIG. 1   FIG. 2
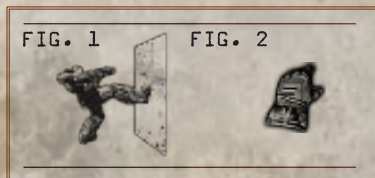
BATTLE OPTIONS

From the main menu, you can select from the following options:

SOLO CAMPAIGN

Begin a new solo campaign or continue an existing one. To change to a co-op campaign on the fly, send an invite over Xbox LIVE® or enter split-screen mode.

CO-OP CAMPAIGN

Begin a new co-op campaign or continue an existing one (see page 24).

TRAINING GROUNDS

Learn multiplayer rules and hone your skills against computer-controlled bots.

MULTIPLAYER

Create or join a party and compete with other players in multiplayer matches (see page 25).

HORDE

Fight waves of Locust enemies in an epic battle. Play co-operatively with up to four other players (see page 31).

WAR JOURNAL

Access your achievements, collectibles, leaderboards, photos, and unlockables.

NOTE: TO VIEW YOUR FRIENDS LIST AND INVITE PLAYERS TO A GAME, ACCESS THE WHAT'S UP MENU BY PRESSING LB.

= HUMANS ABOVE

CO-OP CAMPAIGN

When you select Co-op Campaign from the main menu, you have the following options:

HOST CO-OP CAMPAIGN

Host a co-op campaign, beginning with a new campaign or continuing from any unlocked act, chapter, or save point.

Public and private games allow you to play with a friend over Xbox LIVE. Selecting Public Xbox LIVE allows anyone to join without an invite. Selecting Private Xbox LIVE allows only your friends to join without an invite. Both options require an Xbox LIVE Gold account and a high-speed Internet connection.

System link allows you to play with a friend on a local area network (LAN).

JOIN CO-OP CAMPAIGN

Join a campaign to play co-operatively. You have the option of joining a public campaign or playing in split-screen mode.

> NOTE: PLAYERS CAN JOIN IN OR DROP OUT OF A CAMPAIGN AT ANY TIME, AS LONG AS THE HOST REMAINS.

SPLIT-SCREEN CAMPAIGN

Play with a friend on the same Xbox 360 console in split-screen mode.

> NOTE: IN BOTH CO-OP AND SPLIT-SCREEN CAMPAIGNS, EACH PLAYER CAN SET THEIR OWN DIFFICULTY LEVEL.

MULTIPLAYER

When you select Multiplayer from the main menu, you enter the Multiplayer Party Lobby. Start a party by picking a match type from the options below:

XBOX LIVE (PUBLIC OR PRIVATE)

Fight alongside and against other players on Xbox LIVE. Public Xbox LIVE matches are ranked and feature matchmaking. Private Xbox LIVE matches feature additional customization options and allow friends to join on the fly. Both options require an Xbox LIVE Gold account and a high-speed Internet connection.

SYSTEM LINK (PRIVATE)

Compete with others on a local area network (LAN).

LOCAL (PRIVATE)

Compete against another player on the same Xbox 360 console in split-screen mode.

> NOTE: FOR MORE DETAILS ABOUT STARTING PUBLIC AND PRIVATE MATCHES, SEE PAGES 26-27.

PUBLIC MATCHES

Public matches are ranked and offer limited customization to ensure consistency in leaderboard stats. Also, matchmaking groups you with players of similar skill levels. Ten players are required to start a match (five players for Horde), and no one can join a match in progress once matchmaking begins.

Start a Public Match

Select Public Xbox LIVE under Match Type in the Multiplayer Party Lobby and then determine the playlist. This choice dictates which game types (see page 28) are available to players in a pregame lobby.

Players on your friends list can join a party, and anyone in the party can invite other players. After the party has gathered and the playlist has been chosen, the party leader presses ▶ to initiate matchmaking. Other players cannot join the party once matchmaking begins.

During matchmaking, additional teammates are added as necessary to make a full party of five, which is then matched with opponents. For example, a two-person party is first matched with a three-person party. The exception is Wingman, where the party can only be two people.

Once matchmaking is complete, players enter a pregame lobby where everyone can vote for game types and maps. Players cycle through different playable characters with LT or RT (except in Wingman) and choose a default weapon using LB or RB. In public matches, you have a limited time to make these selections. Once all options are selected, the match begins.

Players return to the Multiplayer Party Lobby at the end of each match.

⚙ NOTE: CHECK LEADERBOARD STATS IN YOUR WAR JOURNAL OR AT WWW.GEARSOFWAR.COM.

PRIVATE MATCHES

Private matches are unranked but offer more customization. They require a minimum of two players and can include bots. Players can join or drop out of a match at any time.

Start a Private Match

Select Private Xbox LIVE, System Link, or Local under Match Type in the Multiplayer Party Lobby.

Unlike in public matches, the party leader of a private match can select the game type and customize game options. Available options vary according to game type, but may include Total Rounds, Round Time Limit, Number of Bots, Weapon Spawning, and more. The party leader also has the option to select the map or leave it open to voting.

Once a game type and the corresponding options are set, the party leader presses ▶ to enter a pregame lobby. Because there is no matchmaking in private matches, players can join at any time in either lobby or throughout the match, and bots can be used in place of players.

In a pregame lobby, players can switch teams by pressing Y. The map is chosen either by the party leader or by voting, depending on the leader's preference. Players cycle through different playable characters with LT or RT (except in Wingman) and choose a default weapon using LB or RB. The party leader determines how long players have to select these options, pressing ▶ to proceed to the next option and finally to start the match.

Players return to the Multiplayer Party Lobby at the end of each match.

GENERAL

MULTIPLAYER GAME TYPES

WARZONE

A COG team is pitted against a Locust team. The goal is simple--eliminate all members of the other team before they eliminate you. Note that you cannot respawn in this mode, so if you're killed, you have to wait until the next round begins before you can play again.

GUARDIAN

In this mode, one player from each team is selected to act as the leader. The goal of the leader is to stay alive for as long as possible, because if the leader is killed, that team loses the ability to respawn. Protect the leader at all costs!

WINGMAN

Up to five two-player teams compete against each other until one team reaches a set amount of points. The only way to kill an opposing team member is at close range or with a one-shot kill. Points are awarded for kills and for winning a round, so players don't have to win every round in order to win the match. In the event of a tie, the match is settled with another round. You and your teammate play as two versions of the exact same character, so any other character is the competition.

SUBMISSION

In this twist on capture the flag, players must down a Stranded character, capture him as an enemy shield, and carry him inside a ring located on the map. When a player delivers the "flag" to this ring, his team must hold the flag there for a set amount of time to win the round. If the "flag" escapes before he's taken to the ring, then the team must recapture him. Beware: The Stranded character is armed and dangerous, so capturing him can be a deadly challenge.

EXECUTION

This game type is similar to Warzone, but instead of dying after you are knocked down and bleed out, you automatically revive. The only way to kill an opposing team member is at close range or with a one-shot kill.

Weather can kill as easily as Locust... worse, sometimes.

⊬⊬ = AMMO

ANNEX

Players win by retaining control over fixed capture locations (rings) long enough to collect a winning number of points. Every map has multiple locations available for capture, with one location available at a time. If a location is held by the enemy, enter it to break possession and defend it to gain control. Players killed while defending a capture location cannot respawn.

Once all the points from one location have been collected, a new location appears. The first team to reach the target score wins the round. Note that target scores are adjustable in private games.

KING OF THE HILL

Players must gain control of a fixed capture location (ring) on the map and retain control long enough to collect a winning number of points. To keep collecting points after a capture, at least one player must remain within the location to defend it. Players killed while defending a capture location cannot respawn.

Execution rules are in play here, so the only way to kill an opposing team member is at close range or with a one-shot kill. King of the Hill has only one location per round, instead of the multiple locations found in Annex.

◉ NOTE: TO REVIVE A DOWNED SQUADMATE, APPROACH HIM AND PRESS ⊗.
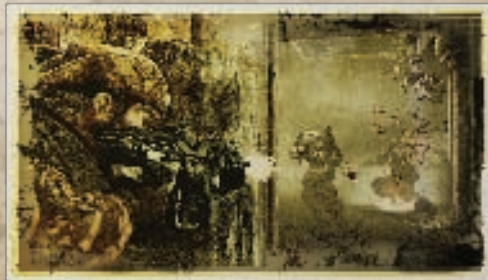
HORDE

Horde is a new mode of arcade-style combat exclusive to GEARS OF WAR 2. Up to five players can join together to fight against waves of various--and increasingly difficult--Locust Horde enemies.

At the beginning of each wave, enemies spawn from various points of the map. Your team needs to clear the map of all of the enemies in order to progress to the next wave. When the last enemy is killed, fallen players respawn and begin fighting again in the next wave.

Each successive wave is more difficult than the last, so it is essential that players work together and form strategies to avoid being overwhelmed. Players will remain in their current position when each wave ends, so be sure to take note of where you and the other players are before the next enemy onrush begins.

The ammo in certain weapons refreshes at the beginning of each wave. Ammo containers located throughout the map also refresh, but players should take caution--it's easy to become separated from your team once the enemy begins attacking.

If all players are killed in the same wave, the game ends.

CAMERA AND PHOTO MODE

After you've died in a multiplayer match, you can view the battle in various ways.

To cycle through the battle cameras, press [LT] and [RT]. These cameras track the action from fixed positions throughout the map.

To cycle through the player cameras, press [LB] and [RB]. These cameras show a third-person view of each living teammate. You cannot view an enemy's camera.

To activate the ghost camera, press [X]. This camera allows you to roam freely around the map by moving [L] and [R].

To toggle names on and off, press [A].

To take a photo while spectating, press [B]. You can view your photos in your War Journal and upload them to www.gearsofwar.com. Your photos are scored based on number of enemies, explosions, and more.

XBOX 360 INFORMATION

XBOX LIVE

Xbox LIVE® brings more of the entertainment you love right to your living room. Find the perfect game for any player with a free trial of hundreds of titles from the largest library available. With downloadable Game Add-Ons like maps, songs, weapons and levels, you'll get more out of every game by putting more into it. And don't forget to connect and play with friends wherever they happen to be. With Xbox LIVE, your fun never ends.

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

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. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service. And set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

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