CONTROLLER

AIM

SEE OBJECTIVES AND SQUAD STATUS/ORDERS

START/PAUSE

SHOOT/THROW GRENADE

RELOAD (SECOND WELL-TIMED PRESS: ACTIVE RELOAD)

LOOK AT POINT OF INTEREST

USE/INTERACT

MELEE (HOLD FOR CHAINSAW)

MOVE

SWITCH WEAPONS

SEE MULTIPLAYER SCOREBOARD

LOOK/CLICK TO ZOOM

EVADE, GET INTO/ OUT OF COVER, MANTLE (CLIMB), COVER SLIP, MAKE SWAT TURN (PRESS AND HOLD FOR ROADIE RUN)

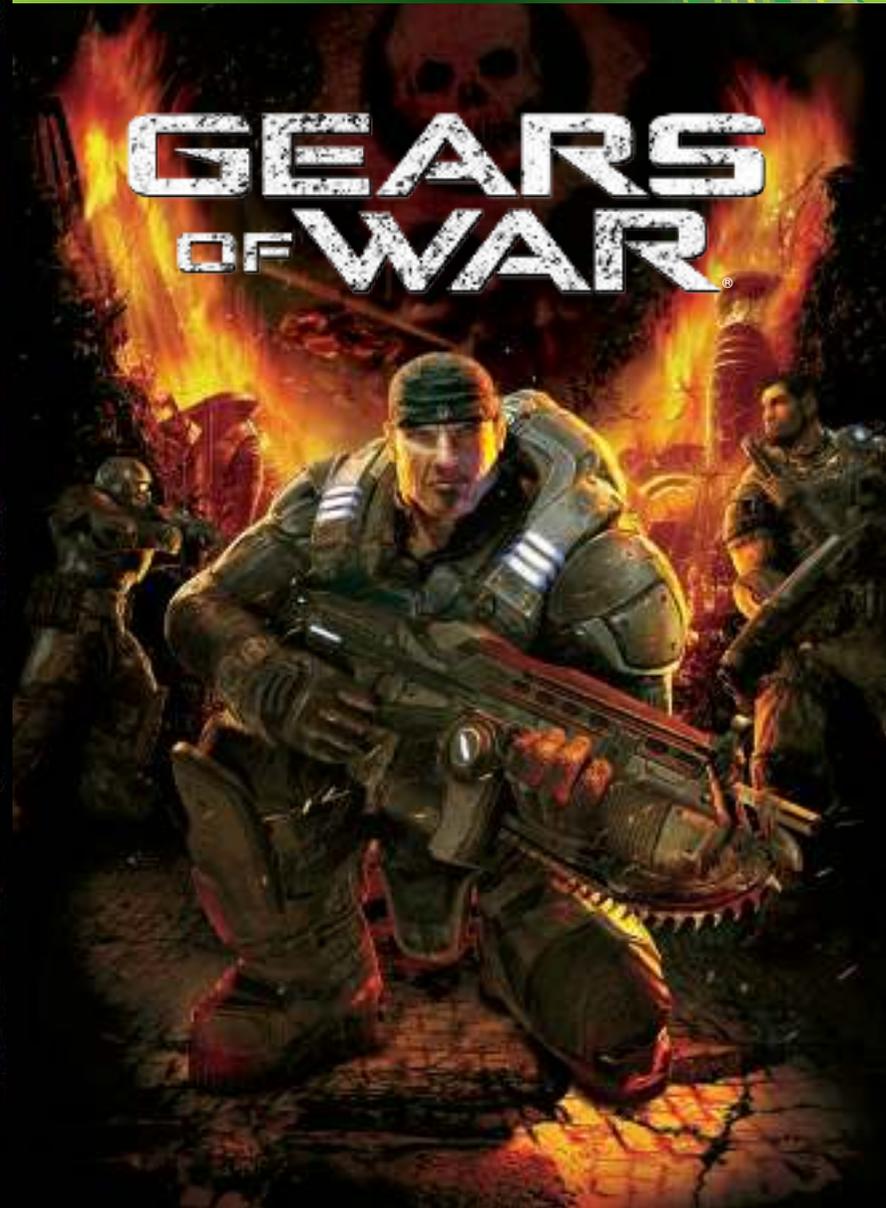DEFAULT CONFIGURATION

EPIC GAMES

Microsoft game studios

XBOX 360™

XBOX LIVE.

GEARS OF **WAR**®

⚠ 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.

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

One of the most common questions I'm asked as a game developer is, "What makes a next-generation game?" Is it graphics? Better physics and AI? New controls?

I played a game of paintball a while back. While crouched in the woods with high-powered spheres splattering above my head, I had a hint of what it might be to be in an actual firefight. I found the experience rather ... painful.

Perhaps it was then that I thought about how most shooters play. They're not like real firefights. Circle strafing, jumping around -- these elements have felt alien to me for the last few years. For example, take the use of cover. Before we started GEARS OF WAR®, we saw other games with cover in them. Our question was, "How are we going to make hiding behind a wall interesting?" Answer: "Make it real."

Next-generation games are about doing a better job with what we're given to work with. How can we use the camera to immerse you more in the narrative? Who are you fighting, and why should you care? How do we use context sensitivity to allow you to do all sorts of cool moves and, in general, switch between feeling frightened and being a badass?

So yes, GEARS has great graphics, AI, and physics. We knew we could do that. But more important, we feel we gave it a real soul. Soldiers with whom you fight an abhorrent foe. A world you can lose yourself in for hours on end ... and a gun with a CHAINSAW attached to it.

Enjoy, and remember -- TAKE COVER!

-- CliffyB
Lead Designer
Epic Games, Inc.

EMERGENCE DAY ... AND AFTER

Years ago, the Locust Horde gathered under every major city and launched a surprise attack. Once thought fictional boogeymen, the Horde are frighteningly real and stronger than anyone had imagined.

On Emergence Day, untold masses perished, and countless more died in the days that followed. Rather than allow the Horde to keep the spoils of their aggression, humans used chemical weapons and orbital particle beams to neutralize them, along with the cities and bases they controlled.

With most urban centers and military installations rubble, the human survivors gathered on Jacinto Plateau, whose solid granite strata could not be easily penetrated. When the Horde breached the plateau's defenses, Marcus Fenix defied orders to save his father at East Barricade Academy ... but he was too late. Marcus was subsequently charged with dereliction of duty and sentenced to 40 years in Jacinto Maximum Security Penitentiary.
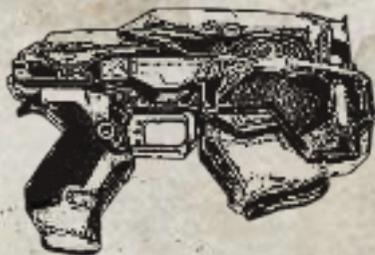
Now, the Horde have overrun the penitentiary.

COALITION WEAPONS

Tried-and-true ballistic armaments have worked for centuries. Simple and lethal. Point and shoot (see targeting, page 14). Ammunition is plentiful.

SNUB PISTOL

Standard issue sidearm for all soldiers of the Coalition of Ordered Governments (COG). You always have your Snub Pistol. Regular firing mode is a single shot, but you can fire as fast as you can squeeze the right trigger. To enable a moderate zoom, squeeze the left trigger, and then click the right stick.

LANCER ASSAULT RIFLE

The workhorse Coalition weapon. Fully automatic. Intended for midrange combat. The weapon's Chainsaw Bayonet can be activated when in close proximity to an enemy (press and hold Ⓑ).

GNASHER SHOTGUN

Short-range weapon that can occasionally take down a Locust Drone in one shot. Most effective at less than 3 meters.

Used best at long ranges, the Longshot has high-caliber ammunition that removes most man-sized threats with a single well-placed headshot. To activate the integrated scope, hold the left trigger as if aiming normally, and then click the right stick to zoom magnification.
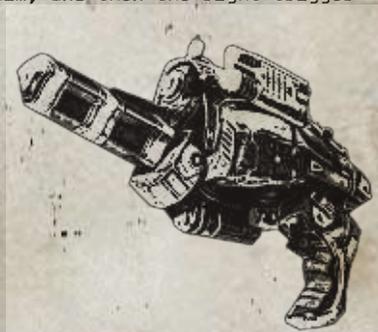
Standard Coalition-issue fragmentation grenade. When you press and hold the left trigger, a visible arc shows the grenade's trajectory. Move the right stick to alter this projected arc.

NOTE: SMOKE GRENADES ARE AVAILABLE IN MULTIPLAYER GAMES (SEE PAGE 22).

The Hammer of Dawn is an Imulsion-energized satellite particle-beam weapon capable of leveling buildings.

It must be orbitally aligned overhead to fire. Your HQ contact lets you know when it is available.

The Hammer requires a ground-based observer to acquire a target with a targeting laser. To do this, a Coalition soldier (Gear) must have line of sight on the target and open sky. Press the left trigger to aim, and then the right trigger to fire.

CONTROLLER

AIM

SEE OBJECTIVES AND SQUAD STATUS/ORDERS

SEE MULTIPLAYER SCOREBOARD

MOVE

SWITCH WEAPONS

START/PAUSE

SHOOT/THROW GRENADE

RELOAD (SECOND WELL-TIMED PRESS: ACTIVE RELOAD)

LOOK AT POINT OF INTEREST

USE/INTERACT

MELEE (HOLD FOR CHAINSAW)

EVADE, GET INTO/ OUT OF COVER, MANTLE (CLIMB), COVER SLIP, MAKE SWAT TURN (PRESS AND HOLD FOR ROADIE RUN)

LOOK/CLICK TO ZOOM

DEFAULT CONFIGURATION

HEADS-UP DISPLAY (HUD)

Current mission objectives. Press the left bumper to activate.

Squad commands. To give orders, press the left bumper and Ⓐ, Ⓑ, or Ⓨ. (SEE PAGE 13.)

Targeting reticle. Press left trigger to use. (SEE PAGE 14.)

OR

Weapon selector. Press D-pad to select.

OR

Crimson Omen life/ death indicator. (SEE PAGE 12.)

Ammunition picked up.

Open the jammed door.

Dom

Weapon in use.

Ammunition counter.

Active reload indicator. Press right bumper to reload; press twice for an active reload. (SEE PAGE 19.)

×2

Contextual maneuver or action indicator, or squad commands.

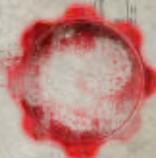An icon appears when a special move or action is possible. (SEE PAGES 16-18.)

LIFE

Life is simple: When you see a target bleeding or blasted to bits -- it is taking damage. Same goes for you.

WOUNDED

DYING

DEAD

Near death, Gears see the Crimson Omen filling with blood. When it's full -- you're dead.

Left alone, you regenerate (a chance to hone your cover-taking skills).

NOTE: IF YOUR SQUADMATE IS DOWN, YOU CAN REVIVE HIM. GET NEAR HIM AND PRESS Ⓧ.

SQUAD COMMANDS

The squad leader can issue orders to his squad. Don't worry, though, your Gears have graduated boot; they know when to defend themselves, take cover, and return fire by themselves.

In single-player mode, press and hold the left bumper to see your squad's status and mission objectives. In or out of combat, press the left bumper and then Ⓨ to have your squad regroup at your location.

In combat, while holding the left bumper:

- Press Ⓐ to put your squad into an aggressive stance for a short time. Your men are more likely to close on enemies and fire outside of cover.

- Press Ⓑ to put your squad into a defensive stance for a short time. Your men stay in cover and only expose their positions when necessary.

NOTE: ONLY THE SQUAD LEADER CAN ISSUE ORDERS.

In multiplayer mode, press and hold the left bumper to see your squad's status -- you cannot issue orders.

TARGETING

SHOOTING FROM THE HIP
To target, move the right stick. Once you have a target centered, squeeze the right trigger to fire. This method of targeting is fast, but extremely inaccurate.

AIMING
To take aim, press and hold the left trigger. You zoom in on a potential target, and a reticle appears.

ZOOMING
Equip either a Longshot Sniper Rifle or a Snub Pistol, hold the left trigger, and then click the right stick to magnify your aiming viewpoint.

BLIND FIRE
While in cover, press the right trigger by itself to fire around cover without exposing yourself. This move sticks your gun (and only your gun) out of cover and fires.

NOTE: IF YOU TAKE AIM WHILE IN COVER, YOU REMAIN MOSTLY IN COVER, BUT YOUR HEAD MAY BE EXPOSED.

BOLO GRENADES
Press the left trigger to spin a bolo grenade and see its projected trajectory. Move the right stick to alter the trajectory. Press the right trigger to throw the grenade.

MELEE

Press **B** to melee. If an enemy is within range, you attempt to bash his brains in. One warning: If an enemy is this close, the enemy can melee with you as well.

Coalition Gears have one great melee advantage, however. The Lancer Assault Rifle 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 Locust can withstand this brutal assault.

NOTE: IF YOU ARE SHOT DURING A CHAINSAW ATTACK, YOU MUST PRESS AND HOLD **B** AGAIN TO RESTART THE CHAINSAW.

If you have a grenade equipped and press **B** to melee, you can stick the grenade onto a nearby opponent.

In multiplayer games, press **X** near an opponent who has been grievously wounded, but is not yet dead, to deliver a savage blow (aka curb stomp).

MOVEMENT ((A) BUTTON)

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

GETTING INTO COVER

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

EXITING COVER

To break cover, move away from the
cover point or press (A).

MANTLE

To jump over low cover, move
the left stick in direction of
the jump, and then press (A).

EVADE

Tap (A) while moving. If there's no cover, you
dodge and roll, trying not to get shot. 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 the left stick
in the direction you
want to slip, and
then press (A).

SWAT TURN

While in cover,
minimize exposure in
reaching a nearby
cover point with a
SWAT turn. Move the
left stick toward
adjacent cover, and
then press (A).

ROADIE RUN

Part crouch, part run
that makes you harder to
target. To roadie run,
while out of cover press
and hold (A). You cannot
fire while roadie running.

INTERACTION (Ⓧ BUTTON)

To use items and perform tasks not associated with targeting and movement, press the context-sensitive Ⓧ button. Icons can appear when the Ⓧ button function is available (e.g., when you stand near ammunition).

PRESS Ⓧ TO:	WHEN NEAR:
Pick up/swap weapon	Dropped weapon
Pick up ammo	Ammunition cache
Man turret	Available unmanned heavy weapon
Kick open door (see figure 1)	Functional door
Press button (see figure 2)	Operable button
Engage valve	Working valve
Climb	Ladder

Other special Ⓧ button functions include reviving a squadmate (see page 12) and curb stomping an enemy (see page 15).

1 2

ACTIVE RELOAD

To reload your weapon (assuming you have ammunition), press the right bumper.

To reload faster, press the right bumper twice. Success is a matter of timing and practice. There are three possibilities attempting an active reload:

SUCCESS

240

PERFECT

240

FAILURE

240

If you succeed, you reload faster.

If you achieve a perfect reload, you reload much faster and gain a small boost to damage.

If you fail, you spend more time reloading than if you did not try.

DUMP MAGAZINE   RELOAD   READY

CO-OP AND MULTIPLAYER

XBOX LIVE

Play anyone and everyone, anytime, anywhere on Xbox Live®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video messages. Get connected, and join the revolution.

CONNECTING

Before you can use Xbox Live, connect your Xbox® 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.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

LANGUAGES THAT AREN'T SUPPORTED IN THE XBOX 360 DASHBOARD

If your game is available in a language that isn't supported in the Xbox 360™ Dashboard, you must select a corresponding locale (region) in Console Settings to enable that language in the game. For more information, go to www.xbox.com.

CO-OP PLAY

To play the campaign mode of GEARS OF WAR with a friend, select Campaign from the Main Menu and then select Split Screen, Join Co-op Game, or Host Co-op Game.

Using Split Screen, you and a friend can play side by side on the same Xbox 360 console, as Marcus Fenix and Dominic Santiago. If you do not have two player profiles available, create a new one so your friend can join.

Host Co-op Game lets you host a game on your Xbox 360 using system link (local area network) or using Xbox Live online multiplayer functionality. You can host a public game that anyone can join, or you can host a private game that another player must be invited to join. When you host a game, you play as Marcus Fenix.

Join Co-op Game lets you play with a friend using system link or Xbox Live. When you join a game, you play as Dominic Santiago.

The joining player saves unlocked chapters (not checkpoints) during play. If the host or joining player quits the co-op session, the session ends. For the joining player, game progress can continue from the last chapter point.

SINGLE/CO-OP TRANSITION

While playing a single-player game, if you see a friend sign in to Xbox Live you can select Guide and invite the friend into your game. If your friend accepts, you play a co-op game together without having to restart.

CO-OP GAMEPLAY

When playing in co-op mode, it's important to remember that Marcus and Dom need to cover one another in combat. In many cases, Marcus and Dom can take different paths to get alternate angles of fire.

NOTE: NORMALLY, IF MARCUS DIES DOM CAN REVIVE HIM. HOWEVER, DURING CO-OP SPLITS NEITHER DOM NOR MARCUS CAN BE REVIVED. EACH MUST RESTART AT THE LAST CHECKPOINT.

MULTIPLAYER

To play the multiplayer mode of GEARS OF WAR, select Versus from the Main Menu and then select Local, System Link, or Xbox Live.

CONNECTION TYPES

Local pits you against one other person on your Xbox 360 console in split-screen mode. System Link lets you compete with others (eight players maximum) on a local area network. Xbox Live lets you fight alongside and against other players (eight player maximum) on Xbox Live.

When playing on Xbox Live, you can choose from ranked matches and unranked or player matches. Ranked matches track your overall performance and score in GEARS OF WAR. To track ranked matches, select Versus from the Main Menu, and then select Leaderboards. Ranked matches tend to be more competitive than player matches. Player matches do not count toward your tracked performance and score. You may want to use them to practice before ranked play.

In either ranked or player matches, Xbox Live teams you with (and against) players of approximately the same skill level for the best possible game.

NOTE: YOU MUST HAVE AN ACCOUNT ON XBOX LIVE AND A HIGH-SPEED INTERNET CONNECTION TO USE THIS FEATURE.

After you select a game connection and sign in, if you host a multiplayer game you can adjust many game parameters (see page 24). If you play on Xbox Live, you can search for games that use specific multiplayer game parameters.

MULTIPLAYER GAME TYPES

WARZONE

A human fire team is pitted against a Locust fire team. The goal is eliminating all members of the other team.

ASSASSINATION

Each team has a leader, Colonel Hoffman (human) and General RAAM (Locust). The goal is to kill the leader of the opposing team. Players who kill the leader of the opposing team become leader of their team for the next round. The highest scoring player on the losing team becomes that team's new leader.

NOTE: ONLY A TEAM LEADER CAN PICK UP BIG GUNS LIKE THE LONGSHOT OR TORQUE BOW. ONCE PICKED UP, HOWEVER, THEY CAN BE DROPPED FOR TEAM MEMBERS.

EXECUTION

This game type is similar to Warzone, but instead of dying after you have been knocked down and bleed out, you revive. Pump the Ⓐ button to revive faster. The only way to kill an opposing team member is to deliver a close-range special kill.

MULTIPLAYER GAME PARAMETERS

When you host a multiplayer game, you can:

• Set the number of rounds in a match.

• Set the duration, in minutes, of each round.

• Toggle friendly fire -- that is, whether fire from your teammates can damage you.

• Reserve private slots in your team selection.

• Adjust the bleed-out duration. This is the number of seconds until a player who is knocked down dies. Other players on the team may be able to revive the player during this time (see page 12).

• Select the order and type of maps that cycle through the match. To do this, press the (Y) button, and then add map types to and order them in your play list.

• Globally replace weapon pickups with other weapons in specific maps. To do this, press (X) on the Host Settings screen.

NOTE: SOME PARAMETERS ARE DISABLED IN RANKED MATCHES TO ENSURE CONSISTENT RESULTS IN LEADERBOARD STATS.

MULTIPLAYER LOBBY

Once you select a game type, you enter the Multiplayer Lobby. You can check game type, goals, and duration, listed along the top of this screen. A player chooses a team by using the left stick.

Once sides are selected, a player can cycle though different playable characters by using the right or left trigger. After all players accept characters, they each press (A) to indicate they are ready to play. The host presses START to launch the match. A ranked match requires a minimum of six players.

VERSUS-MODE GAMEPLAY

When players take enough damage, they fall and can bleed out and die. Enemy players can finish them with a few more shots, a melee blow, or a curb stomp (see page 15). During this bleed-out time, players' team members can also attempt to revive them.

If you melee or perform a curb stomp on a knocked-down opponent, you may qualify for bonus points, depending on game type.

Smoke grenades only appear in multiplayer mode. Use them like normal fragmentation grenades (see page 6). On detonation, they release an obscuring cloud of smoke for tactical uses.

Players can chat with each other while on Xbox Live. During a multiplayer match, the living can chat only with the living on their team. The dead can chat with the dead regardless of team.

CREDITS

EPIC GAMES

Lead Designer
Cliff Bleszinski

Executive Producer
Dr. Michael Capps

Producer
Rod Fergusson

Art Director
Jeremiah O'Flaherty

Lead Artist
Chris Perna

Lead Level Designer
Lee Perry

Lead Programmer
Ray Davis

Programmers
Laurent Delayen
Jeff Farris
Joe Graf
Rob McLaughlin
Amitt Mahajan
Stephen Superville
Martin Sweitzer

Additional Programming
Thomas James
Matt Oelfke
Steve Polge
John Scott
Joe Wilcox

Concept Art
James Hawkins

Artists
Chris Bartlett
Mike Buck
Shane Caudle, Technical Art Director
Bill Green
Matt Hancy
Pete Hayes
Josh Jay
Wyeth Johnson
Kevin Lanning
Maury Mountain
Danny Rodriguez
Mikey Spano
Alan Willard

Animation
Scott Dossett
Aaron Herzog
Jay Hosfelt

Additional Artwork
Peter Ellis
Cedric Fiorentino

Special Thanks
Eric Nylund, Paul Jones, Kendall Tucker, Bryan Galdrikian, David Black, Jamie Redmond, Roy Mechado, Tyler Fergusson, Zach Hayes, James and Michelle Lee, Gypsy, Peter Moore—and an extra special thanks to all of our friends and family for their patience, understanding, and love, all of which were necessary to finish *Gears of War*.

Steve Garafolo
Kevin Johnstone
Greg Mitchell
Aaron Smith
Chris Wells

Level Designers
Andrew Bains
Jim Brown
Ryan Brucks
Phil Cole
Grayson Edge
Dave Ewing
Stuart Fitzsimmons
Paul Mader
Warren Marshall
Dave Nash
Sidney Rauchberger
Demond Rogers
David Spalinski
Ken Spencer

Audio Director
Mike Larson

Unreal® Engine Programmers
Josh Adams
Dave Burke
James Golding
Ron Prestenback
Andrew Scheidecker
Scott Sherman
Niklas Smedberg
Tim Sweeney
Daniel Vogel
Sam Zamani

Additional Programming
Tim Johnson
Daniel Wright

Additional Dialogue Writing
Rod Fergusson

Pre-Production Producer
Jeff Morris

Quality Assurance
Scott Bigwood
Preston Thorne

System Administration
Warren Schultz
Shane Smith

Biz
Tim Sweeney, CEO
Dr. Michael Capps, President

Mark Rein, VP
Jay Wilbur, VP

Office Manager
Anne Dube

HR Director
Kimberly Thompson

Office Assistants
Sarah Amidon
Leah Ball

CONTRACTORS

Concept Artwork
John Wallin Liberto
Thomas A. Szakolczay

Psyonix
Dave Hagewood, Programming
Ben Beckwith, Level Design

Scripts and Dialogue
Susan O'Connor

Music
Kevin Riepl

Sound Design
Jamey Scott

Voice Casting Director
Chris Borders

Voice Actors
John DiMaggio
Carlos Ferro
Lester 'Rasta' Speight
Fred Tataciore
Robin Atkin Downs
Jamie Alcroft
Nan McNamara
Carolyn Seymour
Michael Gough
Dee Baker
Bruce DuBose

Technicolor Interactive Services:

Cinematic Animation

Directors
Chan Park
Joe McGuffin
Robert Castaneda

Lead Animator
Roger Seto

Animators
Dan Goldman
Jose Hernandez
Daniel Godinez

Martin Leeper
Rachel Flowers

Engineering
Wen Tien
David Vodhanel

Project Coordinator
Iva Marie Palmer

Technicolor Audio

Audio Services Director
Tom Hays

Dialogue Recording Engineers
Beau Biggart
Morgan Gerhard
David Walsh

Supervising Dialogue Editor
Lydian Tone

Dialogue Editors
David Fisk
Paul Kim

Cinematic Animation

Brainzoo:
Kevin Bertazzon
Francis Co
Mohammed Davoudian
Daniel Lindsay
Larry Paolicelli

Facial Rigging and Animation
Dan Borth
Kris Taylor

Motion Capture Actors
Scott Dossett
Bill Green
Jay Hawkins
Pete Hayes
Aaron Herzog
Jay Hosfelt
Mary O'Flaherty
Megan O'Flaherty
Danny Rodriguez

Live Music Orchestrations Orchestrator/ Conductor
Tim Simonec

Orchestra Contractor
Simon James Music

Orchestra
Northwest Sinfonia

MICROSOFT

Production

Executive Producer
Laura Fryer

Producers
Erika Carlson
Sam Charchian
Robert Jerauld

Development

Director of Development
Tony Cox

Development Manager
Aaron Nicholls

Development Leads
Austin Appleby
Kutta Srinivasan
Phil Teschner

Art

Senior Art Director
Kevin Brown

Art Director
Tim Dean

Game Design

Senior Design Director
Thomas Zuccotti

Design Director
Chris Esaki

Test

Test Manager
Kyle Shannon

Lead Software Development Engineers in Test (SDETs)
Shane White
Craig Marshall
Domenic Koeplin
Doug Jelen
Jeff Nelson
Robert Lamb

SDETs
Adam Dare
Bill Metters
Chris Liu
Diana Antczak
Jeff Kafer
Jeff Stephens
Melissa Batten
Tanya Jessen

Software Development Engineers (SDEs)
Dan Price
J McBride

Audio

Audio Director
Caesar Filori

Audio Design Manager
Ken Kato

Audio Designer
Peter Comley

Business Development

Group Business Manager
Todd Stevens

Business Manager
Brandon Morris

Marketing

Senior Global Product Manager
John Dongelmans

Group Product Manager
Peter Kingsley

Senior Public Relations Manager
Charlie Scibetta

User Experience

Writer
Eric Nylund

Editor
Melanie Henry

Design Lead
Chris Lassen

Designer
Ryan Anderson ⊙

User Research

User Research Engineers
Kevin Keeker
Nick Hillyer
Kevin Goebel
Jun Kim
Tim Nichols

Localization

International Program Manager
Virginia Spencer

Korea

Program Manager
Kyoung Ho Han

Group Manager
Ji Young Kim

Software Test Engineer (STE)
Il Jin Park

Loc. Program Manager
Whi Young Yoon

Reviewer
Ji Hoon Kim

Taiwan

Program Manager
Cheng-Te Tony Lin

STEs
Andy Liu
Jason Cheng

Localization Project Manager
Kay Wang

Japan

Program Manager
Seigen Ko

Senior Manager
Shinji Komiyama

Software Design Engineers
Yutaka Hasegawa
Takashi Sasaki

STEs
Junya Chiba
Masao Okamoto
Yukako Suzuki
Toshihiko Nishimoto
Hiroshi Akiba

Content Editor
Yuki Harima

Ireland

Program Manager
David Foster

STE
Gary Smith

SDE
Paul Peacock

Audio Producer
Steve Belton

Test Team Lead
Enda Kelly

Tools and Technology

Software Development Lead
Jon Burns

SDE
Anna Sweet

Multiplayer Test Lead
TJ Duez
Chong Kim ⊙
James Schend ⊙
Joseph Ezell ⊙
Brishan Merrill-Brown ⊙

Legal Corporate Affairs

Attorney
Don McGowan

Senior Paralegal
Sue Stickney

Attorney
Elke Suber

Additional Test
Aaron Jones ⊙
Andrew Brown ⊙
Brandon McCurry ⊙
Brett Holcomb ⊙
Chad Hale ⊙
Chris McClean ⊙
Christina Linville ⊙
David Hoar ⊙
Edward McPherson ⊙
Gabe Carter ⊙
Jeremy Totten ⊙
Jeremy Wilder ⊙
John Liberto ⊙
Jonathan Green ⊙
Jordan Anderson ⊙
Josh Svoboda ⊙
Josiah Colborn ⊙
Justin Towle ⊙
Kelly Rutan ⊙
Kevin Lamb ⊙
Kyle Jacobsen ⊙
Lucas Myers ⊙
Mark Uyeda ⊙
Michael Sanders ⊙
Richard Curry ⊙
Roger Collum ⊙
Scott Sedlickas ⊙
Scott Shields ⊙
Sean Colbert ⊙
Thurston Smith ⊙
Tim Chidsey ⊙
Tim Daniels ⊙
Wade Davis ⊙

MGS Community Web Site Managers
John Peoples
Jason Carl

Editor
Tom Kristensen ⊙

Designers
Matt Sokolowsky ⊙
Ryan Anderson ⊙

⊙ **Volt**
● **Excel**
● **Sakson & Taylor**
● **Bullvision Communications**

Special Thanks
Bonnie Ross Ziegler, Phil Spencer, Shane Kim, Jim Veevaert, Frank Pape, Nick Dimitrov, Greg B. Jones, Ken Lobb, Alfred Tan, Dennis Reis, Craig Davison, Chris Di Cesare, Catherine Haller, Justin Kirby, Ted Nugent (inspiration for "The Nuge" achievement), Doug Banker, Tomoyuki Hoshi, Mikey Wetzel, Steve Kastner, Josh Atkins, Kiki Wolfkill, Guy Whitmore, Ryan Wilkerson, Yasmine Nelson, Lief Thompson, Dana Fos, Paige Williams, Laura Hamilton, Matt Whiting, David Holmes, Matt Gradwohl, Sean Jenkin, Ramon Romero, Mike Cody, JoAnne Williams, Dave Pierot, Lev Chapelsky (Blindlight), Dawn Hershey, C.S.A. (Blindlight), Digital Domain, Inc.

For the complete list of *Gears of War* team members, see the in-game credits.

LIMITED WARRANTY FOR YOUR COPY OF XBOX GAME SOFTWARE ("GAME") ACQUIRED IN THE UNITED STATES OR CANADA

WARRANTY

Microsoft Corporation ("Microsoft") warrants to you, the original purchaser of the Game, that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 90-day period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: (a) does not apply if the Game is used in a business or for a commercial purpose; and (b) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication.

RETURNS WITHIN 90-DAY PERIOD

Warranty claims should be made to your retailer. Return the Game to your retailer along with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer will either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original warranty period or 30 days from receipt, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the Game. The foregoing (repair, replacement or limited damages) is your exclusive remedy.

LIMITATIONS

This limited warranty is in place of all other express or statutory warranties, conditions or duties and no others of any nature are made or shall be binding on Microsoft, its retailers or suppliers. Any implied warranties applicable to this Game or the media in which it is contained are limited to the 90-day period described above. TO THE FULL EXTENT ALLOWED BY LAW, NEITHER MICROSOFT, ITS RETAILERS OR SUPPLIERS ARE LIABLE FOR ANY SPECIAL, INCIDENTAL, PUNITIVE, INDIRECT OR CONSEQUENTIAL DAMAGES ARISING FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME. THE FOREGOING APPLIES EVEN IF ANY REMEDY FAILS OF ITS ESSENTIAL PURPOSE. Some states/jurisdictions do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This limited warranty gives you specific rights, and you may also have other rights that vary from state/jurisdiction to state/jurisdiction.

For questions regarding this warranty contact your retailer or Microsoft at:

Xbox Product Registration
Microsoft Corporation
One Microsoft Way
Redmond, WA 98052-9953 USA

In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.

XBOX CUSTOMER SUPPORT

Technical support is available 7 days a week including holidays.

- In the U.S. or Canada, call 1-800-4MY-XBOX.
  TTY users: 1-866-740-XBOX.
- In Mexico, call 001-866-745-83-12.
  TTY users: 001-866-251-26-21.
- In Colombia, call 01-800-912-1830.

For more information, visit us on the Web at WWW.XBOX.COM

WWW.GEARSOFWAR.COM

For the best gameplay experience your Xbox 360 must be set at PAL-60.
To set the display to PAL-60

1. In the Xbox 360 Dashboard, select the **System** blade.
2. Select **Console Settings** and press Ⓐ.
3. Select **Display** and press Ⓐ.
4. Select **PAL settings** and press Ⓐ.
5. Select **PAL-60** and press Ⓐ.
6. When prompted if you want to keep these new settings, confirm and press Ⓐ.

Note that some older TV sets do not support PAL-60. If you are in doubt consult your TV manufacturer.

Pour une jouabilité absolue, votre console Xbox 360 doit être définie sur PAL-60.
Pour définir l'affichage sur PAL-60

1. Dans l'interface Xbox 360, sélectionnez l'onglet **Système**.
2. Sélectionnez **Paramètres de la console** et appuyez sur Ⓐ.
3. Sélectionnez **Affichage** et appuyez sur Ⓐ.
4. Sélectionnez **Paramètres PAL** et appuyez sur Ⓐ.
5. Sélectionnez **PAL-60** et appuyez sur Ⓐ.
6. Quand il vous est demandé si vous voulez conserver ces nouveaux paramètres, appuyez sur Ⓐ.

Certains modèles anciens de télévisions ne prennent pas en charge le mode PAL-60. Consultez le fabricant en cas de doute.

Für ein optimales Game-Erlebnis müssen Sie Ihre Xbox 360 auf PAL-60 einstellen.
So stellen Sie die Anzeige auf PAL-60 ein:

1. Wählen Sie in der Xbox 360 Steuerung das Register "**System**" aus.
2. Wählen Sie „**Konsoleneinstellungen**" und drücken Sie Ⓐ.
3. Wählen Sie „**Anzeige**" und drücken Sie Ⓐ.
4. Wählen Sie „**PAL-Einstellungen**" und drücken Sie Ⓐ.
5. Wählen Sie „**PAL-60**" und drücken Sie Ⓐ.
6. Wenn Sie gefragt werden, ob Sie diese neuen Anzeigeeinstellungen beibehalten möchten, bestätigen Sie und drücken Sie Ⓐ.

Beachten Sie, dass einige ältere Fernsehgeräte den PAL-60-Modus nicht unterstützen. Wenden Sie sich im Zweifelsfall an den Hersteller Ihres Fernsehgeräts.

Per un'esperienza di gioco ideale è necessario impostare Xbox 360 sull'opzione PAL-60.
Per impostare lo schermo su PAL-60

1. In Xbox 360 Dashboard seleziona la scheda **Sistema**.
2. Seleziona **Impostazioni console** e premi Ⓐ.
3. Seleziona **Display** e premi Ⓐ.
4. Seleziona **Impostazioni PAL** e premi Ⓐ.
5. Seleziona **PAL-60** e premi Ⓐ.
6. Alla visualizzazione di un messaggio in cui ti viene chiesto se vuoi mantenere le nuove impostazioni, conferma e premi Ⓐ.

Tieni presente che alcuni vecchi televisori non supportano l'opzione PAL-60. In caso di dubbi contatta il produttore dell'apparecchio televisivo.

Para experimentar el mejor juego, tu Xbox 360 debe estar configurada como PAL-60.
Para configurar la pantalla como PAL-60

1. En la Interfaz Xbox 360, selecciona la hoja **Sistema**.
2. Selecciona **Configuración consola** y pulsa Ⓐ.
3. Selecciona **Pantalla** y pulsa Ⓐ.
4. Selecciona el valor **PAL** y pulsa Ⓐ.
5. Selecciona **PAL-60** y pulsa Ⓐ.
6. Cuando se te pregunte si quieres conservar el nuevo valor, confirma y pulsa Ⓐ.

Ten en cuenta que algunos televisores antiguos no admiten PAL-60. Si tienes dudas, consulta al fabricante del televisor.

Du får den bedste spiloplevelse, hvis din Xbox 360 er indstillet til PAL-60.
Sådan indstilles skærmen til PAL-60

1. Vælg **System** i Xbox 360 Dashboard.
2. vælg **Console Settings** (Konsolindstillinger), og tryk på Ⓐ.
3. Vælg **Display** (Skærm), og tryk på Ⓐ.
4. Vælg **PAL settings** (PAL-indstillinger), og tryk på Ⓐ.
5. Vælg **PAL-60**, og tryk på Ⓐ.
6. Hvis du vil beholde disse nye indstillinger, skal du bekræfte dem og trykke på Ⓐ, når du bliver bedt om det.

Bemærk, at nogle ældre tv-modeller ikke understøtter PAL-60. Hvis du er i tvivl, skal du spørge din tv-producent.

Tämä peli toimii parhaiten, jos Xbox 360 -konsoli on asetettu PAL-60-tilaan.
PAL-60-tilan määritteleminen

1. Valitse Xbox 360 –konsolisi Dashboardissa **System** (Järjestelmä).
2. Valitse **Console Settings** (Konsolin asetukset) ja paina Ⓐ.
3. Valitse **Display** (Näyttö) ja paina Ⓐ.
4. Valitse **PAL settings** (PAL-asetukset) ja paina Ⓐ.
5. Valitse **PAL-60** ja paina Ⓐ.
6. Vahvista uudet asetukset ja paina Ⓐ.

Huomaa, että jotkin vanhemmat televisiomallit eivät tue PAL-60-tilaa. Pyydä tarvittaessa lisätietoja televisiosi valmistajalta.

Xbox 360 må være innstilt på PAL-60 for å gi den beste spillopplevelsen.
Slik stiller du inn PAL-60:

1. Velg **System** på Xbox-dashbordet.
2. Velg **Konsollinnstillinger** (Console Settings) og trykk Ⓐ.
3. Velg **Skjerm** (Display) og trykk Ⓐ.
4. Velg **PAL-innstillinger** og trykk Ⓐ.
5. Velg **PAL-60** og trykk Ⓐ.
6. Når du får spørsmål om du vil beholde disse nye innstillingene, bekrefter du og trykker Ⓐ.

Enkelte eldre fjernsynsapparater håndterer ikke PAL-60. Ta kontakt med produsenten av apparatet hvis du er i tvil.

För bästa möjliga spelupplevelse måste Xbox 360 vara inställd på PAL-60.
Så här ställer du in skärmen till PAL-60

1. Välj bladet **System** i Xbox 360 Dashboard.
2. Välj **Konsolinställningar** (Console Settings) och tryck på Ⓐ.
3. Välj **Visning** (Display) och tryck på Ⓐ.
4. Välj **PAL-inställningar** och tryck på Ⓐ.
5. Välj **PAL-60** och tryck på Ⓐ.
6. När du tillfrågas om du vill behålla de nya inställningarna bekräftar du och trycker på Ⓐ.

Observera att vissa äldre TV-apparater inte kan använda PAL-60. Om du är osäker kan du fråga TV-tillverkaren.