



XBOX 360

ONLY ON
XBOX 360

NTSC

EARTH DEFENSE FORCE 2017

地球防衛軍



D3PUBLISHER

⚠ 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.

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THE STORY SO FAR

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.

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

| | |
|-----------|------------------------------|
| | Move / Strafe |
| L | Move / Strafe |
| L (Click) | Not Used |
| C | Aim / Turn |
| C (Click) | Not Used |
|] | 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

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

For Vehicle Controls, see Page 09

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.



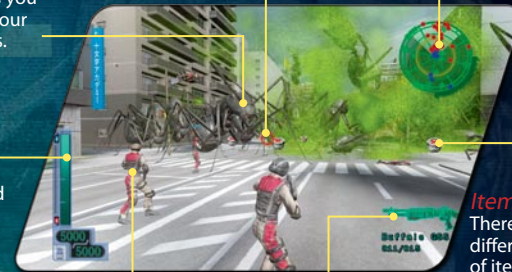
GAME SCREEN

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

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.

Health Meter
Displays current and maximum.



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 Indicator
Displays your currently equipped weapon and its ammo.



Armor – Increases maximum health.



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



Large Health Kit – Recovers current health by a large amount.



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

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.

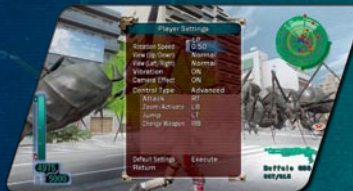


PLAYER SETTINGS

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 |
| X | 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 |



VEHICLES - CONTINUED

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 |
| C (Click) | Fire Machine Gun |
| X | Strafe Left |
|] | 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 |
|] | Fire Machine Gun |
| X | Fire Missile |
| Z | Fire Flamethrower |
| A | Jump (Hold to Hover) |
| B | Fire Missile |
| X | Fire Machine Gun |
| Y | Fire Flamethrower |

ALLIED SQUADS



While fighting the Ravagers, you can join forces with other EDF fire teams who are also engaging the enemy. If these teams are not already set on a mission of higher importance, one of their members displays a Merge Icon above their head. This icon means that they are available to command. In order to do so, simply move close to the soldier with this icon, and you will be put in command of that unit.

If a squad leader is put under your command, any of his troops also become available for battle. Squad leaders can be identified by their red helmets. If the squad leader was killed or is otherwise unavailable, the members of his team each get their own Merge Icons, and you must move to each soldier individually to regain command. Each soldier follows behind you and fights to the best of their ability with the weapons with which they are equipped.

COMMUNICATION

All of the soldiers that you meet up with have in-helmet communication headsets. When you see the Talk Icon over a soldier's head, the soldier that is on-screen is the one who is currently speaking through your helmet communicator. If the player gets close enough, an automatic cutout on the headset kicks in, allowing the soldier's normal voice to be heard without radio interference. Make use of this proximity to make sure that communications are not garbled in the swirling melee of battle.

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 Quadruped Fortress. While they are not particularly agile, they can maneuver at moderate speeds, giving them an easy way to aim their



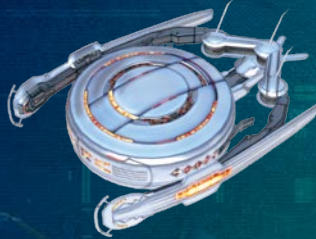
ENEMIES - CONTINUED

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 FORTRESS

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.



VALLAK 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.

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