CONTROLLER

AIM
SEE OBJECTIVES
AND SQUAD
STATUS/ORDERS

MOVE
SWITCH WEAPONS

SEE MULTIPLAYER
SCOREBOARD

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
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.

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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.

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

**CoaliTion Weapons**

**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**

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

**Gnasher Shotgun**

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 B).
**Grenade**

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. When you release the left trigger, the grenade is launched in the direction of the arc. NOTE: SMOKE GRENADES ARE AVAILABLE IN MULTIPLAYER GAMES (SEE PAGE 22).

**Longshot Sniper Rifle**

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, then click the right stick to zoom magnification.

**Hammer of Dawn**

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
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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.

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.

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

Weapon in use.

Ammunition counter.

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

Contextual maneuver or action indicator, or squad commands.

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

Open the jammed door.
**LIFE**

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

**DYING**

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).

**DEAD**

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

**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 Y to have your squad regroup at your location.

In combat, while holding the left bumper:

- Press A 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 B 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.

**EVADING**

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 (X BUTTON)

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

PRESS X TO: WHEN NEAR:

- Pick up/swap weapon
- Pick up ammo
- Man turret
- Kick open door (see figure 1)
- Press button (see figure 2)
- Engage valve
- Climb

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

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
- PERFECT
- FAILURE

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.
**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 unrated 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 A 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 through 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 5). 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.
which extra special thanks to all of our friends and family for their patience, understanding, and love, all of Machado, Tyler Fergusson, Zach Hayes, James and Michelle Lee, Gypsy, Peter Moore—and an Eric Nylund, Paul Jones, Kendall Tucker, Bryan Galdrikian, David Black, Jamie Redmond, Roy Marvello, Tyler Ferguson, 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.
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 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 legal rights; 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 01-860-912-1830.

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

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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 A.
3. Select Display and press A.
4. Select PAL settings and press A.
5. Select PAL-60 and press A.
6. When prompted if you want to keep these new settings, confirm and press A.

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

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 A.
3. Vælg Display (Skærmen), og tryk på A.
4. Vælg PAL settings (PAL-indstillinger), og tryk på A.
5. Vælg PAL-60, og tryk på A.

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

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 A.
3. Sélectionnez Affichage et appuyez sur A.
4. Sélectionnez Paramètres PAL et appuyez sur A.
5. Sélectionnez PAL-60 et appuyez sur A.
6. Quand il vous est demandé si vous voulez conserver ces nouveaux paramètres, appuyez sur A.

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

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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 A.
3. Sélectionnez Affichage et appuyez sur A.
4. Sélectionnez Paramètres PAL et appuyez sur A.
5. Sélectionnez PAL-60 et appuyez sur A.
6. Quand il vous est demandé si vous voulez conserver ces nouveaux paramètres, appuyez sur A.

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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 A.
3. Sélectionnez Affichage et appuyez sur A.
4. Sélectionnez Paramètres PAL et appuyez sur A.
5. Sélectionnez PAL-60 et appuyez sur A.
6. Quand il vous est demandé si vous voulez conserver ces nouveaux paramètres, appuyez sur A.

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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 A.
3. Sélectionnez Affichage et appuyez sur A.
4. Sélectionnez Paramètres PAL et appuyez sur A.
5. Sélectionnez PAL-60 et appuyez sur A.
6. Quand il vous est demandé si vous voulez conserver ces nouveaux paramètres, appuyez sur A.

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

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 A.
3. Seleziona Display e premi A.
4. Seleziona Impostazioni PAL e premi A.
5. Seleziona PAL-60 e premi A.
6. Alla visualizzazione di un messaggio in cui ti viene chiesto se vuoi mantenere le nuove impostazioni, conferma e premi A.

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 A.
3. Selecciona Pantalla y pulsa A.
4. Selecciona el valor PAL y pulsa A.
5. Selecciona PAL-60 y pulsa A.
6. Cuando se te pregunte si quieres conservar el nuevo valor, confirma y pulsa A.

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

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