**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 screen; use a smaller screen; play in a well-lit room; and 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.

- *This game is a work of fiction. Any resemblance to real people, places, or situations is purely coincidental unless otherwise indicated.*
- *Screenshots are of a product in development. Final product may vary.*



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You are  
about to embark  
on a journey to  
a new frontier  
of snow and ice...

## Operating Environment

### Minimum System Requirements

<i>OS</i>	Windows® XP
<i>CPU</i>	Intel® Pentium® 4 supporting HT technology AMD Athlon™ 64
<i>RAM</i>	512 MB (Windows® XP) / 1 GB (Windows Vista®)
<i>Hard Drive</i>	8.0 GB
<i>Monitor</i>	800x600
<i>DVD-ROM Drive</i>	DVD9 compatible
<i>Video Card</i>	VRAM 256 MB, DirectX® 9.0c / Shader3.0* NVIDIA® GeForce® 6600 series** ATI Radeon™ X1600
<i>Sound</i>	DirectSound® compatible. DirectX® 9.0c (PC audio solution containing Dolby® Digital Live required for Dolby Digital audio)
<i>Input Devices</i>	Mouse, Keyboard
<i>Internet</i>	Broadband connection (required for Online Battle)

\* Support for onboard operation not guaranteed to work.

\*\* Support for VRAM and main memory sharing not guaranteed to work.

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## Recommended System Requirements

OS	Windows Vista®
CPU	Intel® Core™2 Quad Processor or higher AMD Athlon™ 64 X2
RAM	1 GB (Windows® XP) / 2 GB (Windows Vista®)
Monitor	1280x720 or higher
Video Card	VRAM 512 MB or higher NVIDIA® GeForce® 8600 series or higher ATI Radeon™ HD2600 or higher
Input Devices	Gamepad: Xbox 360® Controller for Windows®

### IMPORTANT

- Personally created or modified setups not guaranteed to work.
- May require the most recent version of Windows Media® Player.
- Lowering the monitor resolution may lead to difficulty in reading in-game fonts.
- **Lost Planet™ Extreme Condition Colonies Edition** uses UDP (send/receive) ports 3075, 27215 and TCP (send) ports 27030-27050, and UDP (send) ports 27000-27015, 27216 when connecting to the Internet. If you have trouble connecting, open this port in any firewalls or routers. For more information on opening ports, consult your communication device (modem/router) manual or service provider.

## Family Settings

Family Settings in Games for Windows – LIVE complement Windows Vista® parental controls. Manage your child's access and experience with easy and flexible tools. For more information, go to [www.gamesforwindows.com/live/familysettings](http://www.gamesforwindows.com/live/familysettings).

# Installation & Game Operation

## Installing the Game

Installation is required for playing the game.

- 1 Before beginning the installation procedure, check to make sure that your system meets the minimum system requirements (listed on page 3). Turn on the PC and insert the **Lost Planet™ Extreme Condition Colonies Edition** DVD-ROM into the computer's DVD-ROM drive.
- 2 The installer will launch automatically. Follow the instructions on-screen to begin the game installation.
  - If the installer does not automatically launch, click *My Computer*, double-click the DVD-ROM drive icon, then double-click the *setup.exe* file to start the game launcher.
- 3 Read the terms of usage, check *I agree to the Terms of Usage*, and click *Next*. (The game will not install if you do not agree to the terms of usage.) On the next screen, click *Install*.
- 4 Enter your LIVE access code (see separate sheet) and choose an installation option.
- 5 Choose either *Default Install* or *Custom Install*. If you choose *Default Install*, the game will automatically be installed at C:\Program Files\CAPCOM\LOSTPLANETCOLONIES. If you choose *Custom Install*, you can choose the folder for installation. After choosing an option, click *Next*.
- 6 Check your settings and click *Next* to start copying files.
- 7 Click *Finish* when installation is complete.

## Running the Game

- For Windows Vista®, open the Start Menu, then choose *All Programs/Games/LOST PLANET COLONIES*.
- For Windows® XP, open the Start Menu, then choose *All Programs/Capcom/LOST PLANET COLONIES*.

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## Troubleshooting

- Close all other applications before running **Lost Planet™ Extreme Condition Colonies Edition**. If other applications are running in the background, unforeseen errors could occur.
- When running **Lost Planet™ Extreme Condition Colonies Edition** in full-screen mode, avoid using **Alt+Tab** to switch between applications, as **Lost Planet™ Extreme Condition Colonies Edition** may not continue to run properly.

## Uninstalling the Game

- 1 Select **Lost Planet™ Extreme Condition Colonies Edition** from the list in Uninstall Program.
- 2 When the launcher appears, click **Uninstall** and follow the on-screen prompts.
- 3 When the prompt to restart the computer appears, click **Yes** to complete the uninstall.
  - If you select **No**, the uninstallation procedure will be incomplete and you won't be able to reinstall **Lost Planet™ Extreme Condition Colonies Edition** until after you reset your computer.

*Note: This game is presented in Dolby® Digital surround sound. Connect your PC with Dolby Digital Live technology to a sound system with Dolby Digital decoding using a S/PDIF digital audio cable. Be sure that your PC is configured properly to deliver Dolby Digital audio during gameplay to experience the excitement of surround sound.*

## Keyboard/Mouse Controls

You can change control configurations from the Main Menu/Options/Game Settings option (see page 13) or from the PDA/Configuration option (see page 26).

### Human (HM) Controls

Walk	alt key
Move forward/back/left/right	W/A/S/D keys (with alt key to walk)
Crawl	left ctrl key (press and hold)
Jump	spacebar
Turn 90° left or right	left shift key + A or D (with alt key to walk)
Action/Melee Attack	E key
Personal Action	1 - 4 keys (Online Mode only)
Change weapon	wheel press
Aim	roll mouse
Shoot	mouse L-button
Reload	R key
Grenade	G key
Anchor (see page 21)	C key
Zoom	mouse R-button
Light	F key
PDA Menu (see page 26)	5 key
Pause Menu	esc key
Confirm	enter key
Cancel	backspace key

### Vital Suit (VS) Controls

Walk	alt key
Move forward/back/left/right	<b>W/A/S/D</b> keys (with alt key to walk)
Jump	spacebar
Turn 90° left or right	left shift key + <b>A</b> or <b>D</b> key (with alt key to walk)
Exit VS/Equip weapon	<b>E</b> key
Aim	roll mouse
Fire left weapon	mouse L-button
Fire right weapon	mouse R-button
Reload	<b>R</b> key
Special Attack	<b>Z</b> key
Special Function	<b>X</b> key
Light	<b>F</b> key
PDA Menu	<b>5</b> key
Pause Menu	esc key
Confirm	enter key
Cancel	backspace key

### Akrid Controls

Walk	alt key
Move forward/back/left/right	<b>W/A/S/D</b> keys (with alt key to walk)
Jump	spacebar
Turn 90° left or right	left shift key + <b>A</b> or <b>D</b> key (with alt key to walk)
Attack 1	<b>E</b> key (not used for Dongo or Neegal)
Attack 2	<b>Z</b> key
Attack 3	<b>X</b> key
Left directional attack	mouse L-button
Right directional attack	mouse R-button
Rotate	roll mouse
PDA Menu	<b>5</b> key
Confirm	enter key
Cancel	backspace key

# Xbox 360® Controller for Windows® Controls

You can change control configurations from Main Menu/Options/Game Settings (see page 13) or from PDA/Configuration (see page 26).



### Other Controls

Confirm	A
Cancel	B

### Human Controls (Pattern A Setting)

Jump	A
Action/Melee Attack	B
Anchor (see page 21)	X
Change weapon	Y
Zoom	⬅️ / ➡️
Light	⬅️ / ➡️
Turn 90° left/right	LB / RB
Grenade	LT
Shoot	RT
Move (click to Crawl)	L
Aim (click to Reload)	R
PDA Menu (see page 26)	BACK
Pause Menu	START

### Vital Suit (VS) Controls (Pattern A Setting)

Jump	A
Action (exit VS/Equip weapon)	B
Special Attack	X
Special Function	Y
Light	⬅️ / ➡️
Turn 90° left/right	LB / RB
Fire left/right weapon	LT / RT
Move	L
Aim (click to Reload)	R
PDA Menu	BACK
Pause Menu	START

**Akrid Controls (Pattern A Setting)**

Jump	<b>A</b> (hold longer for higher jump)
Attack 1	<b>B</b> (not used for Dongo or Neegal)
Attack 2	<b>X</b>
Attack 3	<b>Y</b>
Turn 90° left/right	<b>LB / RB</b>
Left/right directional attack	<b>LT / RT</b>
Move	<b>L</b>
Rotate	<b>R</b>
PDA Menu	<b>BACK</b>

**Main Menu**

At the Title Screen, select **START** and press either the **enter key** (**START**) or **spacebar** (**A**) to continue to the Main Menu. Click an option (or use **○** to highlight it and press **A**) to select it.

**Main Menu Options**

- **CAMPAIGN**
  - *New Game* — Start a new game.
  - *Continue* — Continue the game from a previous save.
  - *Mission Select* — Choose a previously cleared mission to play.
  - *Trial Battle Mode* — Select a Trial Battle. (See page 14.)
  - *Score Attack Mode* — Play a Score Attack game. (See page 15.)
- **ONLINE BATTLE**
  - *Games for Windows LIVE* — Connect to Games for Windows – LIVE and participate in online battles.
  - *List Play* — Participate in List Play battles. (See page 43.)
  - *System Link* — Connect to a LAN network to participate in online battles.
- **OPTIONS**
  - *Game Settings* — Change the game configuration. (See page 29.)
  - *PC Settings* — Change screen and PC settings. (See page 30.)
  - *Performance Test* — Perform a performance test.
  - *Guide* — Open the guide.
- **RECORDS**
  - *Campaign* — View the records for Campaign mode.
  - *Online Battle* — View the records for Online Battle mode.
  - *Trial Battle* — View Trial Battle mode records.
  - *Score Attack* — View Score Attack mode records.
  - *Achievements* — View the list of achievements unlocked in the game.

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### Game Over

When the Life Gauge drops to zero, the game is over and the Continue Screen is displayed. (The Continue Screen is not displayed in Trial Battle and Score Attack Modes.)



### Continue Screen Options

- **RETRY** — Restart the mission from a waypoint.
- **RESTART** — Restart the mission from the beginning.
- **QUIT** — Save the data and abort the mission.

### Trial Battle Mode

In this mode, battle the bosses that appear one after the other during the campaign. Your route to the next stage is determined by the results of the current stage. Check your route through the battle bracket at the Intermission Screen before each stage.



- Your Life Gauge, T-ENG, weapons and ammunition are carried over to the next stage. Because of this, when fighting it's necessary to think not only about the current stage but also about future battles.
- Your results are reflected in your online ranking. (Sign in to Games for Windows - LIVE to check your online ranking.)

### Score Attack Mode

Compete for the best score by destroying enemies and objects. All enemies and destructible objects (barrels, wrecked cars, etc.) in each stage have a certain score value.

- A Combo Gauge is displayed near the top of the screen when things are destroyed.
- Your results are reflected in your online ranking. (Sign in to Games for Windows - LIVE to check your online ranking.)

### Combo Gauge



*Destroy something else before this Combo Gauge disappears to form a combo and receive bonus points.*

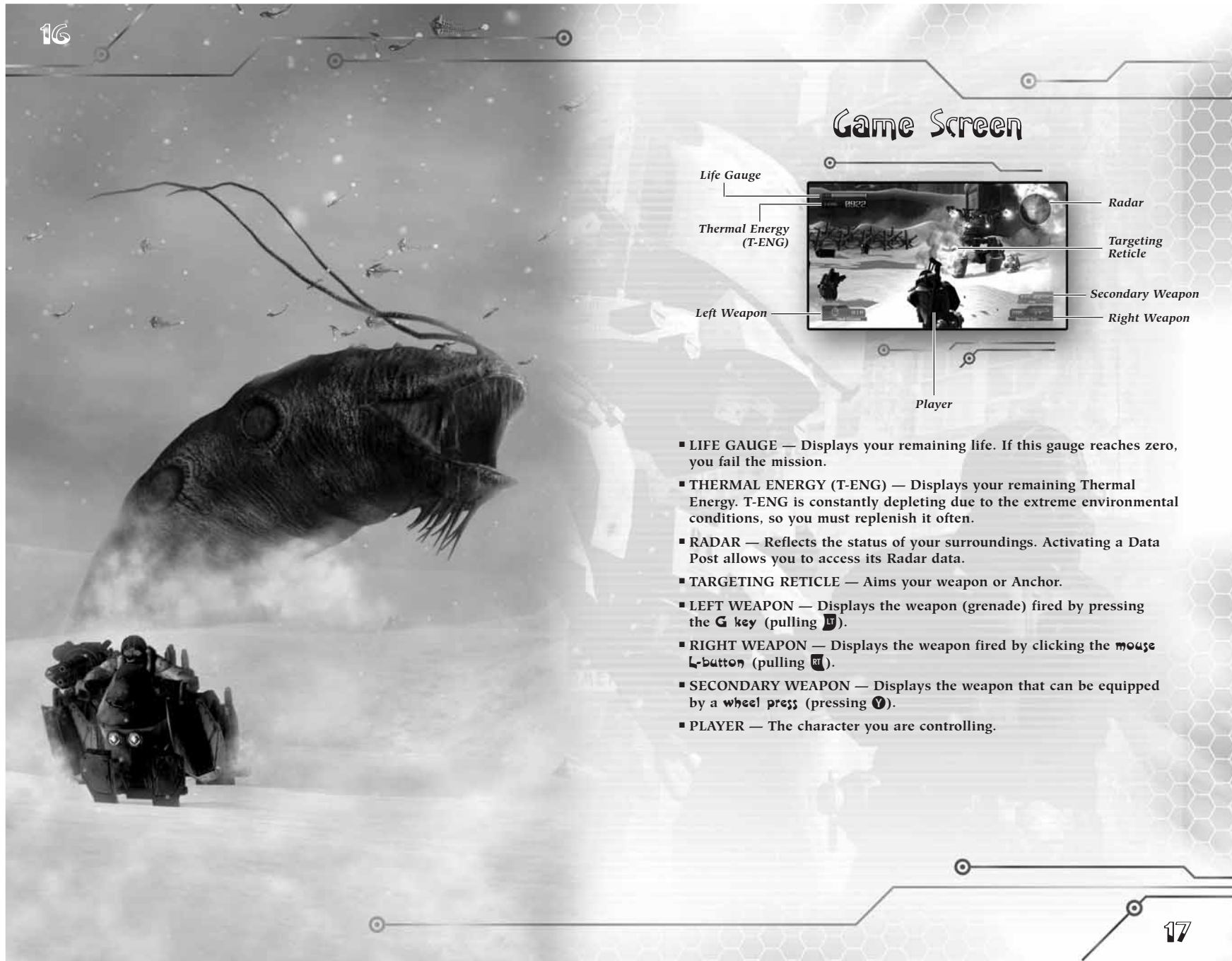
### Unlimited Mode

Play with increased weapon power and movement speed in this bonus mode.

- To play in this mode, first select a mission at the Mission Select Screen, and then select *Unlimited Mode*.

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## Game Screen



- **LIFE GAUGE** — Displays your remaining life. If this gauge reaches zero, you fail the mission.
- **THERMAL ENERGY (T-ENG)** — Displays your remaining Thermal Energy. T-ENG is constantly depleting due to the extreme environmental conditions, so you must replenish it often.
- **RADAR** — Reflects the status of your surroundings. Activating a Data Post allows you to access its Radar data.
- **TARGETING RETICULE** — Aims your weapon or Anchor.
- **LEFT WEAPON** — Displays the weapon (grenade) fired by pressing the **G** key (pulling **LB**).
- **RIGHT WEAPON** — Displays the weapon fired by clicking the **mouse L-button** (pulling **RT**).
- **SECONDARY WEAPON** — Displays the weapon that can be equipped by a **wheel press** (pressing **Y**).
- **PLAYER** — The character you are controlling.

## Basic Controls: Movement



<b>W/A/S/D keys</b> (Ⓛ)	<b>MOVE</b> — Move your character in the direction pressed.
<b>left shift + A or D key</b> (LB/RB)	<b>TURN 90° left or right.</b> (Also see below.)
<b>spacebar</b> (A)	<b>JUMP</b> — Press to jump up.
<b>spacebar + W/A/S/D keys</b> (A + Ⓛ)	<b>JUMP</b> — Press the combination to jump in the selected direction.
<b>press and hold left ctrl key</b> (Ⓛ)	<b>CRAWL</b> (with the MOVE controls).
<b>crawl + spacebar</b> (A)	<b>EVADE (ROLL)</b> — Execute an evasive roll in the selected direction.
<b>C key</b> (X)	<b>ANCHOR</b> — Fire the Anchor. You can combine this action with various other keys to reach inaccessible areas and execute Special Attacks. (See page 21.)

### Quick Turns (Xbox 360® Controller for Windows® only)

Quick turns depend on the Control Pattern you've selected from the Game Settings Menu or the PDA's Configuration Menu. (See page 29 for game settings.)

- **PATTERN A** — Press **LB/RB** to quickly turn 90° in the bumper's direction.
- **PATTERN B** — Hold **R** in the selected direction, and click **R** to turn quickly.
- **PATTERN C** — Flick **R** to turn quickly in the selected direction.

## Basic Controls: Combat



<b>roll mouse</b> (Ⓡ)	<b>AIM</b> — Roll the <b>mouse</b> (Ⓡ) to aim the Targeting Reticle indicated by <b>1</b> , above. The Targeting Reticle determines the direction of shooting and throwing grenades. (See page 22 for more information on aiming.)
<b>R key</b> (Ⓡ)	<b>RELOAD</b> — The gauge under the Targeting Reticle shows remaining bullets in your current weapon. Press the <b>R key</b> (Ⓡ) to reload (as long as ammunition is available).
<b>G key</b> (Ⓜ)	<b>GRENAD</b> — Use the weapon (grenade) indicated by <b>2</b> , above. Numbers next to the weapon denote ammunition remaining. Pick up the same weapon type to replenish ammunition. When ammunition reaches zero, the weapon becomes useless.
<b>wheel press (click)</b> (Y)	<b>CHANGE WEAPON</b> — Change to the secondary weapon indicated by <b>3</b> , above.
<b>mouse L-button</b> (Ⓛ)	<b>SHOOT</b> — Use the weapon indicated by <b>4</b> , above. Ammunition is handled in the same way as for the Grenade. (See above.)
<b>mouse R-button</b> (Ⓡ)	<b>ZOOM</b> — Zoom your view in/out when on foot. Depending on your equipped weapon, zooming in may also bring up a Scope Screen. (See page 22.)
<b>E key</b> (B)	<b>MELEE ATTACK</b> — Available when no other context-sensitive action is displayed on-screen.

## Basic Controls: Action

Displayed  
Action



When a specific action is displayed on-screen, press the **E** key (**ⓔ**) to carry it out.)

### Action Examples

- **PICK UP** — Pick up a weapon.
- **ENTER** — Ride in a VS.
- **ACTIVATE** — Activate a Data Post. (See page 27.)
- **ATTACH** — Attach a weapon to a VS.
- **REMOVE** — Remove a weapon from a VS.

### Master All the Weapons of a VS!

You can use weapons found in a stage, including normal weapons and VS weapons. Evaluate your enemy and match your attacks to the enemy's weaknesses!



### Anchor

Using the Anchor greatly expands your range of movement, allowing access to areas that are otherwise inaccessible to normal jumps.



- 1 Aim with the Targeting Reticle and press the **C** key (**ⓧ**). When the Targeting Reticle is green, deploy the Anchor and it will attach to the target spot.



- 2 You can now ascend to the area where the Anchor has attached itself.

### Anchor Shot

Combine the Anchor with button presses to execute Special Attacks.



When using the Anchor, press the **G** key (**Ⓜ**) or click the mouse **L-button** (**Ⓛ**). Firing the Anchor into an Akrid or the wall and attacking at extremely close range executes an attack appropriate to the target.

## Aiming & Camera View

You can customize your game experience by changing your aiming style and camera viewpoint. Before starting a game, use the Main Menu/Options/Game Settings to change these settings (see page 29). During gameplay, and if you're using the Xbox 360® Controller for Windows®, you can use your PDA to change settings (see page 26).

### Aiming Style

- **ACCELERATE** — The further over you roll the mouse (move **R**), the faster the Targeting Reticle moves.
- **FIXED** — The Targeting Reticle is fixed in the center of the screen (it does not move around the screen).
- **CRUISE** — Aiming speed is constant regardless of how you roll the mouse (move **R**).

With each style, you can choose the basic aiming speed (from eight different settings) to create the aiming system best suited to your play style. (The default aiming speed is **FIXED 4**.)

### Camera View

- **NORMAL** — Camera viewpoint changes according to the situation. (NORMAL mode is the default setting.)
- **ZOOM** — Camera is always zoomed in on the character.
- **FPS** — First-person camera mode.



## Thermal Energy (T-ENG)

T-ENG is a new form of energy that replaces the fossil fuels of old. It is taken from the bodies of the Akrid, the native inhabitants of E.D.N.III. This new fuel is essential to every activity that takes place on the planet.

T-ENG abilities include:

- **MISSION LIFE SUPPORT**
  - By continuously expending T-ENG, a T-ENG-equipped VS acts as a life support system for whoever is wearing it.
  - If T-ENG falls to zero, the Life Gauge will begin to deplete.
- **VS USE**
  - T-ENG is used as fuel by a VS.
  - If T-ENG drops to less than 100, the VS will become non-operational.
  - If T-ENG reaches zero, you will be required to exit the VS.
- **HARMONIZER SYSTEM ACTIVATION**
  - If you take damage, the Harmonizer (see below), will be activated and will automatically recover the life lost to damage.

T-ENG can be replenished through a variety of sources, for example:

- Defeat an Akrid.
- Destroy a tank or drum.
- Activate a Data Post.
- ... and many other actions.

### Harmonizer

The Harmonizer is a life-support system, installed on Wayne's right arm, that uses T-ENG to provide remarkable recovery abilities.

- When Wayne takes damage, the Harmonizer system kicks in and begins converting T-ENG to replenish the Life Gauge.
- It continues to convert T-ENG until the Life Gauge has recovered fully. If T-ENG is completely used up before the process is complete, Life Gauge recovery will stop.



## Vital Suits (VS)

Vital Suits (VS) are weapons used by the settlers of the ice-cold planet E.D.N. III to fight the native Akrid.



When you're near a VS, a context-sensitive action is displayed on-screen, allowing you to interact with its various elements — for example, *entering the VS*, or *removing a weapon* (not available for all weapons).

### Riding a VS



If the *Enter* action is displayed near a VS, press the **Enter** key (**B**) to enter the machine.

Press the **Enter** key (**B**) while riding in a VS to exit the vehicle.

### Life Gauge while Riding a VS



While you're riding a VS, the Life Gauge displays the remaining durability of the VS. T-ENG depletes over time and when you take damage.

### Emergency Ejection



When a VS Life Gauge displays zero, the VS is about to explode. Tap the **Enter** key (**B**) rapidly to eject from the VS immediately in this emergency. Failure to eject quickly results in losing your life.

## VS Details & Controls



GTT-01

Developed in the early days of settlement, this VS was designed to assist colonization. Able to accept attachments on each arm, it is also capable of being armed with weapons. A victim of changing times, the GTT-01 has fallen out of favor with the advent of the GTF-11 (*below*). The current number of GTT-01 units in use is very small.

### SPECIAL FUNCTION

- None

GTF-11

Created for use in zero-gravity environments, the GTF-11 has advanced attitude-control capabilities. This unit set a precedent as the first bi-pedal VS with in-air mobility. It is widely used in settlement activities.

### SPECIAL FUNCTIONS

- HOVER — Press the **spacebar** (**A**) in mid-air to hover. Press again to cancel.
- SLIDING DASH — Press the **X** key (**V**) and the **W/A/S/D** key (**1-4**) to dash in the selected direction.



GTB-22

Developed with military use in mind. While this unit does not have in-air abilities, it exceeds its rivals in superior running speed and jumping ability.

### SPECIAL FUNCTIONS

- DOUBLE JUMP — Press the **spacebar** (**A**) once to jump and again to double-jump.
- LONG JUMP — Press the **X** key (**V**) to initiate a long jump; press again to cancel the jump.

### SPECIAL ATTACK

- SMOKE SCREEN — Press the **Z** key (**X**) to lay down a smoke screen.



## Personal Digital Assistant (PDA)



When you open your PDA, the Mission Details Screen is displayed. If you have activated a Data Post (see page 27), a map of the surrounding area is also displayed.

- From the Mission Details Screen, you can confirm Mission Details, and select, check and confirm Message Logs and Configuration.
- Incoming messages are displayed as needed while you're moving around.

During the game, press the **5** key (**BACK**) to open your PDA and view the Mission Details Screen.

- **MISSION DETAILS** — Use the PDA to view information such as:
  - Maps
  - Mission Objectives
  - Secondary Objectives
  - ... and more!

On the Mission Details Screen, press the **left/right cursor keys** (**←** / **→**) to select either the Message Logs or Configuration Screen.

- **MESSAGE LOGS** — View a log of messages sent to you by your companions during the game.
  - You can also check the controls of the Vital Suits that you have boarded during the mission.
- **CONFIGURATION** — Configure various game settings. These are the same as those available from the Main Menu/Options. (See page 13.)

## Data Post

Each stage has Data Posts. Activate a Data Post by approaching it and rapidly tapping the **E** key (**B**). Activating a Data Post gives you access to information about your surroundings, which is then displayed both on your Radar and on the PDA Map Screen. Activating a Data Post also replenishes some of your T-ENG.



## Radar

The Radar in the upper right corner of the game screen (also see page 17) displays Data Post information, including:

- **Human**
- **Akrid**
- ▽ **VS**
- **Data Post**
- ▲ **Next Data Post**



## Target Mark

Each stage has emblems known as **Target Marks**. Shoot each one and you may reap some special benefits. Check the Target Marks you have acquired on the Mission Select Screen.



## Saving & Loading Game Data



### Saving

All game data is automatically saved.

### Loading

If you have *Lost Planet™ Extreme Condition Colonies Edition* saved game data, it will be loaded automatically when you start the game. Auto-load occurs when you proceed from the Title Screen to the Main Menu.

## Game Settings

You can change game settings from the Main Menu/Options/Game Settings (see page 13) or from the PDA/Configuration (see page 26).

- **AIMING** — Change aiming and camera settings.
- **KEYBOARD/MOUSE/XBOX 360® CONTROLLER FOR WINDOWS®** — Change the control layout.
  - Turn controller vibration on/off.
  - Press the **X** key (**ⓧ**) to switch between Human and VS control displays.
- **SOUND** — Adjust game music and sound effects volumes.
- **SCREEN/OTHER** — Change the screen brightness settings and subtitle display. (Only available from Main Menu/Options/Game Settings.)
- **RESET TO DEFAULTS** — Press the **enter** key (**⏎**) to restore the default settings.
- **BACK** — Press the **backspace** key (**⏪**) to return to the Main Menu. (If you made changes, you will see an on-screen prompt for accepting changes.)



## PC Settings

You can configure the game's video and audio settings from the PC Settings Screen. Use the mouse or cursor keys to select the settings.



To access the PC Settings Screen, select *Options* from the Main Menu. Then select *PC Settings*.

You can also view PC Settings from the in-game Pause Menu in Campaign Mode.

- **Note:** Not all settings can be changed from the Pause Menu/PC Settings Screen.




## PC Settings Options

- **VIDEO CONFIGURATION**
  - *FPS View* — Turn the frames per second display on/off.
  - *Anti-alias* — Select the anti-aliasing level.
  - *HDR* — Select the high dynamic range rendering quality.
  - *Texture Filter* — Select texture filter quality.
  - *Texture Resolution* — Set texture resolution.
  - *Model Quality* — Select character model quality.
  - *Shadow Quality* — Select shading quality.
  - *Shadow Resolution* — Select shading resolution.
  - *Motion Blur Quality* — Select the quality of the motion blurring effect.
  - *Effect Resolution* — Set the effects resolution.
  - *Effect Quality* — Select the effects quality.
  - *Effect Volume* — Set the effects volume.
  - *Lighting Quality* — Set the lighting quality.
  - *Display Resolution* — Set the display resolution.
  - *Display Frequency* — Set the display frequency.
  - *Full Screen* — Select full-screen or windowed mode.
  - *Vertical Sync* — Turn vertical sync on/off.
  - *Aspect Correction* — Turn automatic aspect correction on/off.
  - *Concurrent Operations* — Select the number of CPUs to use for parallel processing.
  - *Concurrent Rendering* — Turn concurrent rendering on/off.
  - *Multi-GPU* — Turn multi GPU rendering optimization on/off.
  - *Filter Quality* — Set the filter quality.
  - *Fur Quality* — Set the fur quality.
  - *Warning Performance Drop* — Turn the low performance warning on/off.
- **AUDIO CONFIGURATION**
  - *SFX Volume* — Adjust the volume of in-game sound effects.
  - *Music Volume* — Adjust the volume of in-game music.
  - *Max Channel Sounds* — Set the number of sounds that can be played simultaneously.
  - *Reverb Quality* — Set the reverberation quality.



## Right Weapons

Normal weapons are fired by clicking the mouse L-button (pulling ). **Lost Planet™ Extreme Condition Colonies Edition** adds a number of new weapons to the game. Use the weapon appropriate to the battle situation.



### MACHINE GUN

Able to lay down a great deal of fire on the move, the machine gun is capable of dealing with numerous Akrid at the same time.



### RIFLE

The attached scope allows zooming-in on distant targets. When using this weapon against a VS, you can target weak spots in the armor to cause maximum damage.



### SHOTGUN

The spread inherent to shotgun shells means that small errors in aim are likely to be forgiven. Its destructive force at close range is awesome.





### ROCKET LAUNCHER

Fires small, high-powered rocket projectiles. While the missile itself is slow, upon impact, the missile's splash damage is great enough to envelop any nearby enemies.



### ENERGY GUN

The Energy Gun fires compressed beams of thermal energy. With a single press on the mouse L-button (pull ), this weapon unleashes a ball of highly concentrated destructive power. Hold down the mouse L-button () to build up a charged shot. This weapon consumes T-ENG if a shot is fired or being charged, and becomes useless if your T-ENG Gauge reaches zero.



### PLASMA GUN

Unlike the Energy Gun, the Plasma Gun is best suited for medium- and long-range attacks and commonly sees action as a sniper's weapon. It has gained praise for exceeding a conventional rifle in both power and reload time. This weapon consumes T-ENG when fired, and becomes useless if your T-ENG Gauge reaches zero.



### HANDGUN (Online Battle only)

A relatively fast semi-automatic handgun. Each shot is satisfyingly powerful.



### REVOLVER (Online Battle only)

This firearm is extremely potent at close range. However, its small magazine and lengthy reload time are weak points.




### HAND CANNON (Online Battle only)

While this weapon is not as powerful as a rocket launcher, its projectiles are fast, making it useful even against faster enemies. It is also very useful against large targets.



### FLAME LAUNCHER (Online Battle only)

When you hold down the mouse L-button (pull ) for an extended time, this weapon releases a continuous stream of fire at close range. It is very effective in tight quarters, but useless against enemies at a distance.

## Left Weapons

Understanding the specific properties of each grenade, fired by pressing the **G** key (pulling **Ⓜ**), is key to using these weapons effectively.



### **HAND GRENADE**

A standard, simple weapon, unapologetic in both range and power. To increase the chances that an enemy is within its destructive arc, aim and then throw this grenade with proper power.



### **DISC GRENADE**

The disc shape allows you to deliver a large blast radius against distant targets with a single targeted throw.



### **GUM GRENADE**

A hand grenade employing a special adhesive that allows it to be attached to various objects. Multiple grenades can be attached to a single object for massive damage.



### **PLASMA GRENADE**

While the plasma grenade is not particularly powerful, after a set period of time it releases an electric shock that disables anything within range. Its disruptive properties are even capable of disabling a VS.



### **DUMMY GRENADE (Online Battle only)**

A bomb disguised as a human-shaped balloon. Developed to display the same signature on radar as a normal human, it is particularly effective in disorienting enemies.



### **FIRE GRENADE (Online Battle only)**

After being thrown, this grenade releases fire over a large area. The fire not only deals damage, it also disrupts an enemy's vision.



### **ENERGY GRENADE (Online Battle only)**

This grenade possesses very little real stopping power, but it can knock opponents right out of their VS.

## VS Weapons



### GATLING GUN

The Gatling's penetrative capabilities and the sheer amount of ordnance it can fire make this a devastatingly powerful weapon.



### ROCKET LAUNCHER

A large rocket launcher meant for use against the biggest Akrid threats. A direct hit by one of the missiles is one of the most devastating attacks a VS weapon can deliver.



### LASER RIFLE

Holding down the mouse L-button (Ⓛ) causes the energy to build up, then release in a powerful beam of explosive force. This weapon consumes T-ENG if a shot is fired, and becomes useless if your T-ENG Gauge reaches zero.



### SHOTGUN

While limited in range, up close this shotgun is truly a force to be reckoned with.



### GRENADE LAUNCHER

The shots fired from this weapon disperse in the air and explode individually over a wide area.



### EM LASER

With each of its parts upgraded, it exceeds the Laser Gun in almost every way, including range and power. At full power, this weapon can temporarily disable a VS. This weapon consumes T-ENG if a shot is fired, and becomes useless if your T-ENG Gauge reaches zero.



### HOMING LASER

A homing weapon capable of locking-on to up to four targets at once. This weapon consumes T-ENG if a shot is fired, and becomes useless if your T-ENG Gauge reaches zero.



### PILE DRIVER (Online Battle only)

A short range weapon capable of delivering an extremely devastating blow. While obscenely powerful, its slow fire rate and small ammo load mean pilots will have to get up close and personal in order to use this beast effectively.



### ROCKET POD (Online Battle only)

Four rockets are fired at once from this pod. Once the rockets expend their thrust, they fall to the ground and explode.



### LASER LANCE (Online Battle only)

This weapon emits a laser when the mouse L-button (Ⓛ) is held down. It really shines when attached to a VS, but since it uses energy at a high rate, it cannot be used continuously for very long. This weapon consumes T-ENG if a shot is fired, and becomes useless if your T-ENG Gauge reaches zero.



### VS RIFLE (Online Battle only)

This powerful rifle can shatter VS armor, even at extremely long ranges.

## Akrid Types & Controls



### Chryatis/Gorechryatis

Despite its large body, this ferocious Akrid is quick on the attack. Its weak points are located on its abdomen and appendages. **Gorechryatis** is an evolved type of Akrid that possesses a hard outer covering that protects its weak spot, making it even more dangerous.

#### Special Attacks

- Z key/X – Claw Swipe
- X key/Y – Biting Attack
- E key/B – Projectile Attack (press repeatedly for spread fire)
- mouse R-button + L-button/LT + RT at the same time – Rear Claw Swipe
- mouse R-button or L-button/LT or RT held down – Vertical Claw Swipe
- mouse R-button or L-button/LT or RT pressed repeatedly – Continuous Vertical Claw Swipe

### Dongo/Godon

This Akrid sports a very hard shell. It rolls into a ball and tries to ram enemies with its body. Its weak point lies in its tail. **Godon** is a G-category variation of the species that has developed a flexible jaw it uses to attack.

#### Special Attacks

- Z key/X – Short Rolling Attack
- Z key/X then X key/Y – Long Rolling Attack (Z key/X starts the attack; then X key/Y during the attack halts it)
- mouse R-button + L-button/LT + RT at the same time – Double Claw Attack
- E key/B – Jaw Attack (Godon only)



### Neegal

This Akrid's body resembles a scorpion. With a poisoned barb hidden in its tail, it will attempt to sting an enemy. Its abdomen and tail both hold its weak points.

#### Special Attacks

- Z key/X – Rear Swipe
- X key/Y – Forward Lunge
- mouse R-button or L-button/LT or RT – Tail Attack
- mouse R-button + L-button/LT + RT at the same time – Quick Body Ram

## Online Battle Characters



**Lost Planet™ Extreme Condition Colonies Edition** introduces many new characters to its Online Battle mode.

Take control of all-new snow pirates on the **Lost Planet™ Extreme Condition Colonies Edition** battlefield!



Depending on the battle results, new snow pirates might appear...

## Online Gameplay

Connect to Games for Windows – LIVE and fight with and against other Snow Pirates around the world.

### Online Battle Process

By following the process below, anyone can easily enjoy *Lost Planet™ Extreme Condition Colonies Edition* online multiplayer battle.

- A** At the Main Menu, choose *Online Battle*.
- B** Select your online connection: either *Games for Windows LIVE*, *List Play* or *System Link*.
- C** Select your character (first play only). (See page 41.)
- D** Enter the Lobby Screen. (See page 41.)
- E** Choose your Online Battle mode and options. (See pages 41 and following.)
  - 1** Ranked Match (selectable only in Games for Windows – LIVE play). (See page 42.)
    - a** Create Mission. (Host a battle!)
      - i** Select game type.
      - ii** Select rules.
    - b** Custom Match.
    - c** Quick Match. (Join a battle!)
  - 2** Player Match.
    - a** Create Mission. (Host a battle!)
      - i** Select game type.
      - ii** Select rules.
    - b** Custom Match.
    - c** Quick Match. (Join a battle!)
- F** In the Lobby. (See page 52.)
- G** Select your team. (See page 53.)
- H** Go to Battle!
- I** View Results. (See page 53.)

### Character Selection

Choose the character model and pattern to use in the Online Battle.

- New character patterns become available as your level goes up in ranked matches.
- You can change the model and pattern from the Top Lobby Menu.



### Lobby

Select your Online Battle options.

- **RANKED MATCH** — Battle friends and rivals around the world to climb the ranking categories. (Games for Windows – LIVE only.)
- **PLAYER MATCH** — Battle online without worrying about rank.
- **CHARACTER SELECTION** — Set up the character you'll use in Online Battle.
- **MAIN MENU** — Return to the Main Menu.



## Player Match/Ranked Match

When you select a Ranked Match or Player Match, you can then select from four different menus. Use the menus to create and join missions, and check player rankings.

- **QUICK MATCH** — Quickly search for and automatically join a match.
- **CUSTOM MATCH** — Search for matches that meet selected conditions you set up.
- **CREATE MATCH** — Select the rules and host a new Online Battle.
- **LEADERBOARDS** — See different Leaderboard information (only shown in the Ranked Match Menu).

## List Play

List Play allows LIVE Silver Members to participate in online battles. After selecting *List Play*, follow the procedures for Online Battle.

- You cannot access Ranked Match during List Play.

You can choose which mission you want to play from the list of those currently available. Press the **right shift key** (pull **RT**) to see an outline of the mission before entering it.

- LIVE Silver Members cannot play missions available exclusively to Gold Members.



## Online Battle Modes & Game Types

Choose your Battle Mode and game type from the following selections:

- **TEAM BATTLE** — All games are team vs. team.  
The following game types are available:
  - Team Elimination (see page 45)
  - Point Snatcher (see page 45)
  - VS Annihilator (see page 45)
  - Post Grab (see page 45)
  - Counter Grab (see page 46)
  - Akrid Egg Battle (see page 46)
  - Egg Bandit (see page 47)
- **INDIVIDUAL BATTLE** — All games are every man for himself.  
The following game types are available:
  - Elimination (see page 47)
  - Egg Bandit (see page 47)
- **HUNTER BATTLE** — All games are few vs. many.  
The following game types are available:
  - Fugitive (see page 48)
  - Akrid Hunting (see page 48)

### Team Battle Game Types

- **TEAM ELIMINATION** — Teams fight it out until one team's Battle Gauge reaches zero or time runs out.
- **POINT SNATCHER** — Defeat the other team's players to collect points. The team with the most points at the end of the game wins.

*You receive a player's points when you kill that player's character. If you kill yourself, you lose points.*

#### POINT SNATCHER

Points



#### VS ANNIHILATOR

Leader's VS



- **VS ANNIHILATOR** — Battle to destroy the other team's VS, or until that team's Battle Gauge reaches zero. If time runs out, the winner is the team with the most Battle Gauge remaining.
- **POST GRAB** — Search for Data Posts on the map and activate them. The team that is first to activate all Data Posts on the map, or that activates the most Data Posts when the game ends, wins.

*Team leaders cannot exit their VS (their T-ENG will not run out).*

### COUNTER GRAB

Remaining Control Time

- **COUNTER GRAB** — Battle to control a single Data Post for a set amount of time. The team whose remaining control time reaches zero first, or the team with less control time remaining at the end of the match, wins.

*You win when your Control Time Gauge reaches zero. Time only counts down when your team is controlling a Data Post.*



### EGG BANDIT

Remaining Control Time

- **EGG BANDIT** — Battle to see which team can control the Akrid egg the longest. The egg is displayed as yellow on your radar. The team whose remaining control time reaches zero first, or the team with less control time remaining at the end of the match, wins.

*You win when your Control Time Gauge reaches zero.*



- **AKRID EGG BATTLE** — Get your team color Akrid egg and carry it to the goal! The egg is displayed as yellow on your radar. The team scoring the most goals wins.

### AKRID EGG BATTLE

Akrid Egg



*Pick up the egg with the **E** key (**B**). Put it down with the **X** key (**V**). You can attack by clicking the **G** Key (**D**) while carrying the egg.*

Goal



*Receive a point by carrying your egg to the goal that matches your team's color.*

### Individual Battle Game Types

- **ELIMINATION** — Battle until your team's Battle Gauge reaches zero or time runs out.
- **EGG BANDIT** — Battle to see who can control the Akrid egg the longest. The egg is displayed as yellow on your radar. The player whose remaining control time reaches zero first, or the player with less control time remaining at the end of the match, wins.



## Hunter Battle Game Types

▪ **FUGITIVE** — A battle between fugitives and hunters. The number of fugitives is automatically assigned based on the number of players, up to a maximum of four. If the fugitives can survive the round without having their Battle Gauge reach zero, or fill their Battle Gauge to MAX, they win. If the hunters can seek out the fugitives and deplete their Battle Gauge to zero, the hunters win. The fugitives are equipped with a handgun and plasma grenades.



Default Weapon

*Fugitive players cannot change their default weapon.*

▪ **AKRID HUNTING** — A battle between Akrid and hunters. The number of Akrid is automatically assigned based on the number of players, up to a maximum of four. If the Akrid can survive the round without having their Battle Gauge depleted to zero, or if they are able to fill their Battle Gauge to MAX, they win. If the hunters can deplete the Akrid's Battle Gauge to zero, the hunters win. (See page 38 for Akrid controls.)

## Online Game Rules

### Rules

When acting as a host and creating a new match, you can set the following rules:

- **TEAMS** — Set the number of teams.
- **TIME LIMIT** — Set the amount of time to play.
- **INITIAL EQUIPMENT** — Set the starting weaponry.
- **STAGE** — Set the battle stage.
- **LAYOUT** — Set the item layout of the stage.
- **BATTLE GAUGE** — Select the initial Battle Gauge strength.
- **DATA POST CONTROL TIME** — Set the Data Post control time for Counter Grab battles.
- **TIME TO KEEP EGG** — Set the Akrid egg control time for Egg Bandit battles.
- **POINTS** — Set the number of points needed to win in a Point Snatcher or Akrid Egg battle.
- **VS/FUGITIVE/AKRID PLAYER** — Set the power level of the VS player in VS Annihilation, Fugitive and Akrid Hunting battles.
- **FRIENDLY FIRE** — Set the effect of friendly fire (always set to *Enemies Only* in Point Snatcher battles).
- **SPLIT BATTLE** — Set whether or not you'll play a Split battle, where the match is divided into two halves. After the first half, the teams switch starting positions. (Team battles only.)
- **CONNECTION TYPE** — Set your connection type (default: *Type A*). (See page 50.)
- **TEAM CHANGING** — Allow team changing. (Player matches only.)
- **PLAYERS** — Set the maximum number of players. (Player matches only.)
- **PRIVATE SLOTS** — Set the number of invitation-only players. (Player matches only.)
- **MEMBERSHIP** — Set the membership you would like to have. (List Play only.)



## Connection Types

If you have an unstable connection, the *Connection Type* setting allows you to adjust your connection type when hosting a game.

- **TYPE A** — With this connection type, game data transfer is distributed among all players. This connection type can be used even with limited upload bandwidth. If game data cannot be transferred smoothly between all players then in-game, a transfer lag may occur.
- **TYPE B** — The host handles all data handling, so a high upload bandwidth is required. As long as the host's connection is stable, even users with relatively slow connections can play.
- **TYPE C** — With this connection type, game data transfer is distributed among all players. This connection type can be used even with limited upload bandwidth. Play is possible even if game data cannot be transferred smoothly between all players. However, the movement of a player with an unstable connection may appear erratic.

### Upload Bandwidth

The following upload bandwidth is required for optimum play:

- **TYPE A AND TYPE C**
  - **HOST** (player creating the game) — 128Kbps upload speed is required for optimal 16-player play.
  - **CLIENT** (players joining the game) — 128Kbps upload speed is required for optimal 16-player play.
- **TYPE B**
  - **HOST** (player creating the game):
    - for 4 players: at least 128Kbps
    - for 7 players: at least 256Kbps
    - for 9 players: at least 512Kbps
    - for 12 players: at least 768Kbps
    - for 16 players: at least 1MBps
  - **CLIENT** (players joining the game) — 128Kbps upload speed is required for optimal 16-player play.

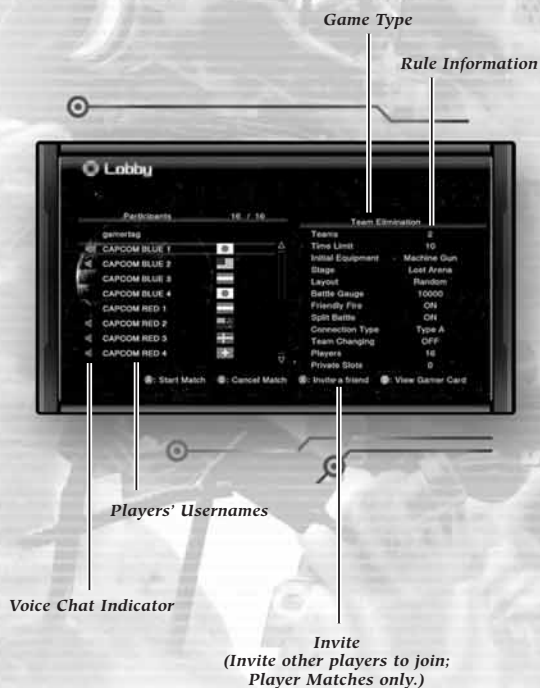
### Setting Your Connection Type

If changing your connection type doesn't improve your connection, please set your connection type. If you're playing a mission and the connection is not stable, press the **Home** button after signing in on your gamer profile, or press the **Xbox LIVE Guide** button on your Xbox 360® Controller for Windows® and the guide will pop up. Select *Network Conditions* from *Personal Settings* and check your NAT Types. If your NAT Type is set to *Strict*, change your router settings to *Open* before attempting to reconnect to LIVE service.

## In the Lobby

Search for available Quick Matches or Custom Matches in the Lobby. If you find any, they will be listed on the Lobby Screen. Select a mission to join from the list.

Join a mission to proceed to the Match Room, where players can view each others' statistics and chat, while waiting for the Host of a match to start the game.



## Team Selection

Players are divided into teams, which then compete in team matches. Select the team you want to be on at the Team Selection Screen.

## Results

When the victory conditions set up in the Rules are met, or time runs out, the match ends and the results are displayed on the Results Screen.

### Individual Character Information

**List of Results**  
(Press **Left Arrow** / **Right Arrow** to view different Results categories.)



**Individual Results**  
(Overall player rankings are displayed to the right.)

- Press the **right shift key** (pull **RT**) to switch between the Results and Title Screens.
- Press the **enter key** (**A**) on the Results Screen to play a rematch with the same players. The Host can set the rules again in the Lobby. (Player Matches only.)

## Ranking

View various rankings from the Main Menu/Records. Select *Online Battle* and then *Ranked Match* to view records for Trial Battle and Score Attack modes.



Rank	Player Name	Play	Win %	Level	Score
1	CAPCOM BLUE 1	1,000	85%	10	1,000
2	CAPCOM BLUE 2	800	75%	9	800
3	CAPCOM BLUE 3	600	65%	8	600
4	CAPCOM BLUE 4	400	55%	7	400
5	CAPCOM BLUE 5	200	45%	6	200
6	CAPCOM BLUE 6	100	35%	5	100
7	CAPCOM BLUE 7	50	25%	4	50
8	CAPCOM BLUE 8	25	15%	3	25
9	CAPCOM BLUE 9	10	5%	2	10
10	CAPCOM BLUE 10	5	0%	1	5

### SCREEN CONTROLS

- page down (RB) — Scroll down 100 spots.
- page up (LB) — Scroll up 100 spots.
- page down + alt (RT) — Scroll down 1000 spots.
- page up + alt (LT) — Scroll up 1000 spots.

## System Link

Link multiple PCs with PC Cables to play with even more people. Select *System Link* from the Main Menu/Online Battle, and follow Online Battle procedures to play. (You cannot play Ranked Matches in System Link play.)

## Notes