XBOX

LIVE ONLINE ENABLED

COMMANDOS
STRIKE FORCE

TEEN
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CONTENT RATED BY
ESRB

PYRO STUDIOS

eidos

ABOUT 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:
- sitting farther from the television screen,
- using a smaller television screen,
- playing in a well-lit room, and
- not playing 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.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set.

If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

CONTENTS

GAMEPLAY CONTROLS

BUTTON	ACTION	DESCRIPTION
(left) thumbstick	Move character	Forward/Backward/Strafe movements.
Y button	Jump	―――
(click right thumbstick)	View	Available on some weapons. Activates zoom on the sniper's rifle. Click when not equipped with a sighted weapon to activate the binoculars.
(right) thumbstick	Aim/Binoculars	Camera view control.
(directional pad) ↑	Select item	Cycle through items. On the tactical map, cycle through mission objective components.
↓	Select weapon	Cycle through weapons. On the tactical map, cycle through mission objective components.
←	Mission objectives/ locations	Show objectives and their locations on the tactical map.
→	External view	Access 3rd person camera view (used with to alter the view). Also, show objectives and their locations on the tactical map.
(black) button	Cycle Commando	Change character (Single Player only).
X button	Reload	―――
(white) button	Use medikit	―――
A button	Action	Focus the target on a specific object to perform an action.
R (right) trigger	Fire	Fire selected weapon.

BUTTON	ACTION	DESCRIPTION
L (left) trigger	Secondary action	Use selected item.
L (click and hold)	Sprint	―――
B button	Change position	Toggle Crouch/Stand up.
(BACK) button	Info screen	Tactical map and information.
(START) button	Pause	In Pause mode, save a game, load another game or adjust controls.

MAIN MENU

Start by checking and adjusting your settings (below). Use the menu controls (to select, A to confirm, B to cancel) to make selections. Then return to the Main Menu and choose between *Commandos Campaign* (Single Player game) or *Battleground Online* (Multiplayer game). If you select *Commandos Campaign* you will be asked to set up your game profile.

SETTINGS

CONTROLS
Default	Select the default game controls or control variations.

VIDEO
Brightness	Adjust screen brightness.
Noise	Toggle visual noise filter.

SOUND
Music Volume	Adjust the music volume.
SFX Volume	Adjust the sound effects volume.

GAME
Auto Aim	Toggle *On/Off*.
Subtitles	Toggle *On/Off*.
Invert Axis	Toggle *Inverted/Normal*.
Turn Sens	Adjust Turn sensitivity.
Pitch Sens	Adjust Pitch sensitivity.
Vibration	Toggle the controller's vibration *On/Off*.
Voice Output	Select the source for voice output (Multiplayer only).
Online Status	Toggle status to *Online/Offline*.

PROFILES

Before you begin playing, you must create a new profile. Select *New* and input your profile name using the virtual keyboard. Use 🎮 to highlight a letter, press Ⓐ to select that letter, and select *Done* upon completion.

❑ Once a profile has been saved to the Xbox Hard Disk, it cannot then be copied to an Xbox Memory Unit.

❑ To delete a profile, highlight *Delete*, select the profile and press Ⓐ to finalize the deletion.

CAMPAIGN MENU

Play Mission	Start a mission by selecting a mission and then choosing your difficulty level.
Load Game	Load a saved mission.
Extras	View bonus *COMMANDOS STRIKE FORCE*™ material.

COMMANDOS CAMPAIGN

BRIEFING

A number of unorthodox military operations have been detailed to respond to the Nazi threat that has cast a dark menacing cloud over Europe. The formation of the first Commandos regiments has been sanctioned to defeat this seemingly invincible Nazi army. The Commandos *raison d' être* is deploying smaller groups of Special Forces to infiltrate, gather intelligence, engage in sabotage and harass the enemy deep behind their lines.

You control a Commandos strike force unit. Your incursions will take you into France, Norway and Russia with three elite Commando corps members — Colonel George Brown (Spy), Captain Francis O'Brien (Green Beret) and Lieutenant William Hawkins (Sniper) — at your disposal. You have a full arsenal of weapons, and each of your men possesses a series of special actions and skills. You must switch between these Commandos to adapt to all stealth and combat situations.

The missions that lie ahead will challenge you and your unit to the limit. You must:

❑ Assault and defend strategic positions.

❑ Sabotage enemy installations.

❑ Support allied troops in their own operations.

Good luck!

COMMANDOS TEAM

COMMANDING OFFICER'S EVALUATION REPORT

NAME:	Brown, George
RANK:	Colonel
STRENGTHS:	Covert operations, languages, disguise, infiltration, strangulation, silenced pistol
D.O.B.:	29 December 1898
BIRTHPLACE:	Unknown
COMMENTS:	Tactical min and l...

COMMANDING OFFICER'S EVALUATION REPORT

NAME:	O'Brien, Francis
RANK:	Captain
STRENGTHS:	Close combat weapons, heavy weapons, unarmed combat
D.O.B.:	17 June 1910
BIRTHPLACE:	New York City, USA
COMMENTS:	O'Brien has comp...

COMMANDING OFFICER'S EVALUATION REPORT

NAME:	Hawkins, William
RANK:	Lieutenant
STRENGTHS:	Sniper rifle, rapid sniping, excellent swimmer, knife throwing
D.O.B.:	11 January 1914
BIRTHPLACE:	London, England
COMMENTS:	The joker in the pack, a thrill seeker prone to immature behavior, Hawkins demonstrates no regard for his own life but shows great commitment to his fellow men in team exercises, often putting his own safety at risk to ensure that of others. Although regarded as a maverick, his incredible accuracy with a sniper rifle, precision with a knife, and all-round skills in the field, it imperative to include him... He will be invaluable... which the...

IN-GAME DISPLAY

Using the visual aids on the in-game display, you can anticipate the threats you will have to face; the locations of targets in the current mission; any weapons available; and your Commando's health and stamina.

Visual aids include:

RADAR
Check the radar to get information on your surroundings within a range of approximately 18 meters. Enemy view range is 15 meters, so besides receiving directions you will also see enemies in your radar before they see you.

❏ The radar also shows the locations of allies (blue), checkpoints and objectives. If objectives are on the same floor as you are, they appear in bold. If they're on a different level, the location indicator is dimmed.

❏ The range of the radar increases while you're using the binoculars.

❏ The radar may not show the positions of certain enemies (snipers). You must discover their positions by some other means.

CROSSHAIRS/WEAPON SIGHT
Use the crosshairs and other sights to aim your weapons. A crosshair automatically appears whenever you have a firearm selected; a sight appears for knives and piano wire. Crosshairs/sights turn red to indicate enemies or blue to indicate allies. If nothing is in your sights, they remain white.

MEDIKITS
Displays the number of medikits in your possession.

SELECTED SECONDARY WEAPON/ITEM
Secondary weapon or item equipped/amount of item you have.

SELECTED WEAPON
Your selected weapon/amount of that weapon's ammo you have.

CHARACTER
Displays the Commando you currently control, along with the character's **Stance** (crouching or standing), **Health** and **Stamina**.

PICTURE IN PICTURE
Provides intelligence on events surrounding the development of the mission. May also display hints on possibilities available in your area. Following a picture-in-picture update, targets show up automatically on the radar.

TIMED OBJECTIVE
In specific missions a counter appears above the radar. If time runs out before you complete the mission, you will have failed the objective.

TACTICAL MAP

Press ◀ to open the tactical map. Use the tactical map to locate your position and keep track of your mission objectives and targets.

❏ Move through objectives by pressing ⊕ ←/→. Objective locations will then appear on the map. Press ↑/↓ to cycle through various components of an objective.

PAUSE MENU

Press ▶ to pause the game and display the Pause Menu, offering the following options:

Continue	Continue mission.
Restart Mission	Restart current mission.
Load Game	Load a saved game.
Save Game	Save your progress.
Settings	Adjust gameplay options.
Friends	Access your Friends List (available only if you're signed into Xbox Live®).
Exit	Exit current mission.

SAVING GAME DATA

You can save your game through the Pause Menu. Enter the Save Game Menu and press ❌. To overwrite a save game, use ⊕ to select it and then press Ⓐ.

❏ Selecting **Yes** overwrites older data, which cannot be restored.

TACTICS/TIPS

For certain missions, you will fight as one or two members of your unit. Choose wisely — your tactical decisions have a direct influence on the outcome of these missions. You can also decide the order in which to accomplish mission objectives. For example, to stop the advance of a group of Nazi tanks through the ruins of Stalingrad, you can use the scenario's tactical advantages (stock up on explosives, use narrow passes to set up ambushes, etc.). You can decide where, when and how to attack the enemy.

GENERAL HINTS

ANALOG MOVEMENT — The amount of pressure you apply to 🅛 affects how your selected Commando moves.

- ❏ To move slowly, push 🅛 gently in the direction you want to move.
- ❏ To run, push the 🅛 as far as it will go in the chosen direction.
- ❏ To sprint, click and hold 🅛. The Commando's stamina drops during a sprint, so it will only last a short time.
- ❏ Use 🅛 to also control your Commando when swimming.

INTERACTION — When your Commando is near a person or an interactive object, text describing the interaction/action will appear. Press 🅐 to initiate the interaction/action.

PICKUPS — When your Commando is standing over an item that can be picked up, text appears alerting you to this. Press 🅐 to initiate the interaction; use ⊕ to scroll through the pick-ups.

STEALTH

The use of stealth is imperative to the success of specific missions during each campaign. There are a number of ways to remain covert during operations:

CROUCHING — Crouching and moving slowly helps you remain undetected by the enemy. To crouch, press 🅑. Crouching also helps you avoid battle damage.

- ❏ Remember: you can quickly sprint from the crouching position, find cover, then automatically return to the crouching position when you stop moving.

EXTERNAL VIEW — The external view allows you to look around objects while using cover. Use this to observe your enemy and remain undetected during missions. Press ⊕ ➡ and move 🅡 to adjust the view.

STEALTH VIEW — All Commandos can peer through keyholes. When your Commando is standing in front of a door, make him look down or crouch; a contextual message will appear. Press 🅐 to enter keyhole view. Press 🅐 again to exit the view.

BINOCULARS — Use binoculars to survey the scene. Click 🅡 to activate the binoculars.

- ❏ Clicking 🅡 activates weapon zoom if the selected weapon has that ability.

STEALTH KILL — The stealth kill *(page 10)* allows you to eliminate your enemy silently, without being detected.

DISGUISE

DISGUISE — Use disguises throughout missions to pass undetected through heavily Nazi-populated areas and to infiltrate enemy ranks, obtain intelligence and give conflicting orders to enemy personnel. When a mission starts, you will not be provided with a disguise. Obtaining one is your initial task.

- ❏ You can only distract uniformed soldiers if their rank is inferior to the rank of your disguise.

THE SPY — Colonel Brown can only carry one disguise besides his own uniform. The higher the rank of the uniform he wears, the more freedom of movement he acquires. He will always wear his normal clothing, unless he obtains a disguise at the beginning of a mission. He can switch at will between his normal clothing and the disguise he carries.

- ❏ In the close-range view, officers can recognize Brown in disguise. SS officers will shoot at him in their close-range view even if he is disguised.

DISTRACTING GUARDS — Use items in the missions to distract enemy soldiers. This is useful when you're trying to gain entry to buildings or move through heavily Nazi-populated areas undetected.

- ❏ Pull 🅛 to throw or place an item.
- ❏ *Coins* — Use coins to create a noise to distract the enemy. The guard will leave his position to investigate the noise.
- ❏ *Cigarettes* — Use cigarettes to visually distract the enemy. If you put cigarettes on the floor, the enemy will look in that direction, giving you enough time to sneak up on him for the silent kill or to sneak past him.

SWIMMING — You can swim underwater to infiltrate areas unseen, making it possible to surprise the enemy from behind, or to reach hidden underwater access points. Your swimming time is limited by your Commando's physical characteristics. Due to his ability to focus his senses, the Sniper can swim in near-freezing water without suffering any damage.

ACTION

Stealth aside, you will also need to employ an equal measure of firepower to overcome your opponents. Ordnance at your disposal includes:

GRENADES — Grenades are effective weapons against armored and "soft" targets alike; they are especially effective against massed troops.

- ❏ To throw a grenade, first select it with ⊕, then pull 🅛 to throw. The distance thrown depends on how long you hold down the trigger.

ORDNANCE LAUNCHER (Captain O'Brien [Green Beret] only) — The ordnance launcher is used in the same way as grenades but offers far greater accuracy, with a crosshair allowing you to pinpoint chosen targets.

- ❏ To fire the ordnance launcher, first select it with ⊕, then pull 🅛 to fire.

SNIPER RIFLE (William Hawkins [Sniper] only) — Use the sniper rifle to selectively eliminate enemies without revealing your position. The precision crosshairs have an enhanced zoom that takes some time to stabilize. To do that, pull **L** to hold your breath while looking through the scope.

DOUBLE GUNS (Captain O'Brien [Green Beret] only) — This enables you to carry two guns at once, giving you a constant supply of firepower.

VEHICLE-MOUNTED/GROUND-MOUNTED WEAPONS — Use these weapons to inflict massive damage on the enemy.

POISON GAS CANISTERS — These canisters release a gas that will eliminate the enemy. They will also eliminate your Commandos.

GAS MASK — The gas mask protects against gas attacks.

SMOKE CANISTERS — Smoke canisters release a dense gas that obscures enemy vision and causes choking.

STEALTH KILL TECHNIQUES

Each Commando has the ability to perform stealth kills that will eliminate the enemy with the minimum amount of noise.

COLONEL BROWN (Spy)

❑ *Piano Wire* — Equip your piano wire. Sneak up quietly behind an enemy until you are within grabbing distance, then press **A** to strangle your enemy.

❑ *Silenced Pistol* — When equipped, this pistol works in the same way as a normal pistol but with minimal sound.

CAPTAIN O'BRIEN (Green Beret)

❑ *Neck Break* — Equip your knife. Sneak up quietly behind an enemy until you are within grabbing distance, then press **A** to silently break the enemy's neck.

❑ *Slash* — You can also use the knife to slash enemies. However, this can require a few hits to kill, which may allow the enemy to raise the alarm.

LIEUTENANT HAWKINS (Sniper)

❑ *Stab* — Equip your knife. Sneak up quietly behind an enemy until you are within grabbing distance, then press **A** to silently stab the enemy in the back.

❑ *Throwing Knife* — Head and torso shots kill the enemy. Arm and leg hits result in damage but not death. Recover a knife by moving your Commando over the knife on the floor.

WEAPON USE

Commandos will carry only a limited number of weapons. You must decide what weapons to carry, and choose those that best fit the Commandos' needs. Each Commando can carry his exclusive weapon and one or two medium weapons. Only O'Brien (Green Beret) can carry both a medium and a heavy weapon.

USING WEAPONS

❑ Pull **R** to use your primary weapon.
❑ Pull **L** to use your secondary weapon/item.

AIMING WEAPONS

❑ Move **R** to aim your weapon using the crosshairs, depending on your weapon of choice.

USING THE SNIPER SCOPE

❑ When controlling the sniper, click **R** to use the sniper scope. The sniper scope is steadier from a crouched position and when holding your breath (pull **L**).

RELOADING WEAPONS

❑ Press **X** to reload weapons.

CHANGING WEAPONS

❑ Press ⊕ ↓ to select/cycle/change your primary weapon. Press ↑ to select/cycle/change your secondary weapon/item.

SWAPPING WEAPONS

❑ When you find a weapon (either army issue or one dropped by an enemy), the weapon swap icon appears. You can swap the weapon you're holding for the weapon you found by pressing **A**. (When you swap weapons, you put down the weapon you're carrying.)

MOUNTED WEAPONS

❑ You'll discover a number of mounted weapons throughout the missions. To use one of these weapons, press **A**.

EXPLOSIVES

Explosives are essential when you're executing synchronized sabotage or preparing enemy ambushes.

STICKY BOMBS — Use these to blow up vehicles. The bomb explodes a few seconds after being stuck to an area on the vehicle.

ANTI-TANK MINES — Mines can be deployed on any type of ground (visible for soldiers but not for vehicles) but can only be buried on soft ground. Mines explode when shot and are mission-specific.

GRENADE — Explosive used to blow up tanks, half tracks and groups of enemy soldiers. The grenade detonates after a period of time has elapsed.

MOLOTOV COCKTAIL — These are thrown and explode on contact. Effective against vehicles and soldiers.

PANZERFAUST — The ordnance from the disposable anti-tank rocket launcher loses speed and force after a short distance.

EQUIPMENT

You have varied tactical equipment, offering certain tactical advantages over the enemy.

SMOKE CANISTERS — The smoke hides your Commando from the enemies' view. As a side effect, the smoke incapacitates those who breathe it in for a few seconds. *(See* Gas Mask *below.)*

POISON GAS CANISTERS — Poison gas canisters take out groups of enemy troops silently.

GAS MASK — To put on your gas mask during an attack, use ⊕ to select it, then pull Ⓛ.

CIGARETTES — Use cigarettes to distract enemy guards (visual).

SILVER COINS — Use silver coins to distract enemy guards (aural).

MEDIKITS — Restores a large amount of health. You can accumulate medikits throughout a mission and use as needed. You can also use them on allies to help restore their health.

THE ENEMY

There are different ranks in the Nazi army: soldiers, sergeants, officers and feared SS and Gestapo agents. There are also civilian Nazi sympathizers to watch out for.

GENERAL BEHAVIOR

All Nazi soldiers can see you, hear you, chase you, follow your tracks, find dead soldiers and sound the alarms. They can be posted to cover an area, occupied with some activity, or on patrol. If they are alerted, some will not leave their posts, but others will go to the alarm location.

VISION

Vision is relative to the situation and the location of the enemy. For example, the enemy will have more difficulty detecting your presence if you are crouching. Following this logic, you need to be alert when facing more vigilant enemies who will sweep the area for anything out of the ordinary.

HEARING

The chance of the enemy hearing you is increased when you're executing noisy actions (running, shooting, etc.) and lessened by stealth actions (moving while crouched, using the knife or the silencer, etc.). The noisier you are, the more chance you have of being detected and the alarm being raised.

ALARM STATUS

If a soldier or guard spots you during a mission or an alarm is raised, the soldier or guard will go through a series of stages before returning to normal status.

Normal — Guards perform their usual actions. If something out of the ordinary happens they become suspicious and a timer appears above their heads.

Suspicious — Once the timer appears you have to rectify the unusual occurrence, hide, or get away from that position before the timer completes a cycle. If the timer fills, the enemy will go to Alerted status. If the timer does not complete a cycle, the enemy will return to Normal status after a period of time.

Alerted — If a soldier or guard goes to Alert status, they will attack, call for support, raise the alarm or run away.

ENEMY PERSONNEL

SOLDIERS

Low-ranking soldiers of the German Army. There are several types with different behaviors and characteristics. They can be walking, patrolling, taking a break, fixing vehicles, carrying supplies, operating radios, etc.

SUBOFFICERS

Of higher-rank than soldiers, subofficers usually lead groups. They can be lieutenants, sergeants, sappers, tank sub-officers or scouts.

OFFICERS

An officer is one of the most precious enemy troops. Officers lead their men in battle. Enemy snipers are included in this category.

GENERALS

Generals always seem to be well protected and escorted. They usually decide the routes of patrolling troops.

GESTAPO

Perhaps the most powerful enemy unit, a Gestapo officer can establish his enemy's identity in a split second

STATIC TROOP

Soldiers assigned to guard a specific position. They react to your presence but hold their positions.

MOBILE TROOP

Soldiers covering a guard route. They react to your presence and leave their positions to investigate any suspicious circumstances.

PATROLS

Group of mobile lookouts. These groups react to your presence and instruct other enemies to: approach, track, sound the alarm, take cover, etc.

REINFORCEMENTS/GARRISON

Soldiers can respond to a request for reinforcements. They start from a fixed point and spread out in their area of influence.

XBOX LIVE®

TAKE COMMANDOS STRIKE FORCE™ BEYOND THE BOX

Xbox Live® is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends List with other players, see when they're online, invite them to play, and talk to them in real time as you play.

CONNECTING

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see *www.xbox.com/connect*.

Once connected, you must sign-in in order to play *COMMANDOS STRIKE FORCE™* online. The Xbox Live Menu contains the following options:

Quick Match	Quickly get into an active session.
Optimatch	Search for an active session.
Create Match	Start a new session.
Friends	View Friends List.

USING THE XBOX COMMUNICATOR

Connect the Xbox Communicator to talk to other players during online play. The Xbox Communicator is voice-activated.

MULTIPLAYER GAME SETUP

CHARACTERS AND CLASSES

Each side has the same three classes (Commando, Sniper and Spy) and specific characters. Each player can choose from Allied and Axis characters and character class.

FRIENDLY FIRE

If you select *Friendly Fire: No*, bullets will not harm your teammates, though explosions and gas grenades will still cause damage.

WEAPONS

You can choose a main weapon. Other equipment is standard issue for your type of soldier.

SCORING

Scoring depends on the game type, but is divided into:
- *Player Points* — You score Player Points by killing enemies and completing mission objectives.
- *Team Points* — Teams score Team Points by completing objectives. Team Points are used to determine the winner of the game.

MULTIPLAYER GAME MODES

DEATHMATCH

In this classic free-for-all game mode you fight alone without joining a team. Maps are simple to encourage faster gameplay. Players spawn randomly on the map. A player wins by reaching the score limit (30 by default) first or having the most points when time runs out (5 minutes by default).

SCORING

- A kill is worth 1 point.
- If a player accidentally kills himself (with a grenade, for example), he incurs a 1-point penalty.

TEAM DEATHMATCH

Similar to Deathmatch, but players are divided into two teams (Allied and Axis). Maps are arena-style, kept simple to encourage faster gameplay. Players spawn randomly on the map. A team wins by reaching the score limit (50 by default) first or having the most points at the end of the time limit set in the server for that map (5 minutes by default).

SCORING

- The same scoring system is used as in Deathmatch. Killing oneself does not affect the team score.
- The team score (total score of all team members) is used to determine the winner.

SABOTAGE

A variation on Team Deathmatch, in this mode the use of Spies is the key to winning. The mission's overall objective is to sabotage enemy installations by first sending in characters to interrogate the opposition in order to gain a code key to arm the enemy bomb.

The Spies on both sides are the only characters who can interrogate players on the enemy team. Every time an opponent is killed, he will remain susceptible to interrogation for a few seconds. During this time a Spy can interrogate him (by getting close and holding down Ⓐ with the crosshair over the victim until the meter is full). If the opponent is a Spy, he can reveal half of the code key (3 digits); if not, he can only reveal 1 digit. A Spy has a longer interrogation time (10 seconds) than the other characters (5 seconds).

Note: The code key is a 6-digit code.

As soon as a Spy finds out the code key, he can go and sabotage the enemy base. When a Spy successfully sabotages the enemy base, his side scores. Maps have two distinct base areas, one for each side, where players spawn and sabotage.

The first team to reach the score limit or with the most points at the end of the time limit configured on the server for this map wins.

Note: Each team must have at least one Spy.

SCORING

- Players score points by killing or interrogating opponents (1 individual point).
- Team points are awarded for sabotaging the enemy base (1 team point).

MULTIPLAYER SYSTEM LINK GAMES

Multiplayer System Link gameplay is the same as Xbox Live gameplay, with the following requirements:

- Each Xbox console must be connected to its own television and to a System Link via Ethernet. Each Xbox console supports one player.
- You can also connect two Xbox consoles with a crossover cable.
- One player must host the System Link game.

PLAYING THE GAME IN SPANISH OR FRENCH

To access and play *COMMANDOS STRIKE FORCE*™ in the Spanish or French language version on disc, follow these steps:

1. Power on the system *before* inserting the game disc.
2. Enter the Xbox Dashboard.
3. Select *Settings*, select *Language* and then select *Spanish* or *French* as the preferred language.
4. Back out of the menus and return to the Xbox Dashboard. Your system will now be configured for Spanish or French language.
5. Insert the *COMMANDOS STRIKE FORCE*™ game disc to start the game.

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PYRO STUDIOS

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