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.

Other Important Health and Safety Information
The Xbox® Instruction Manual contains important health and safety information that you should read and understand before using this software.

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 gameplay 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 played safely 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 safely on your set.
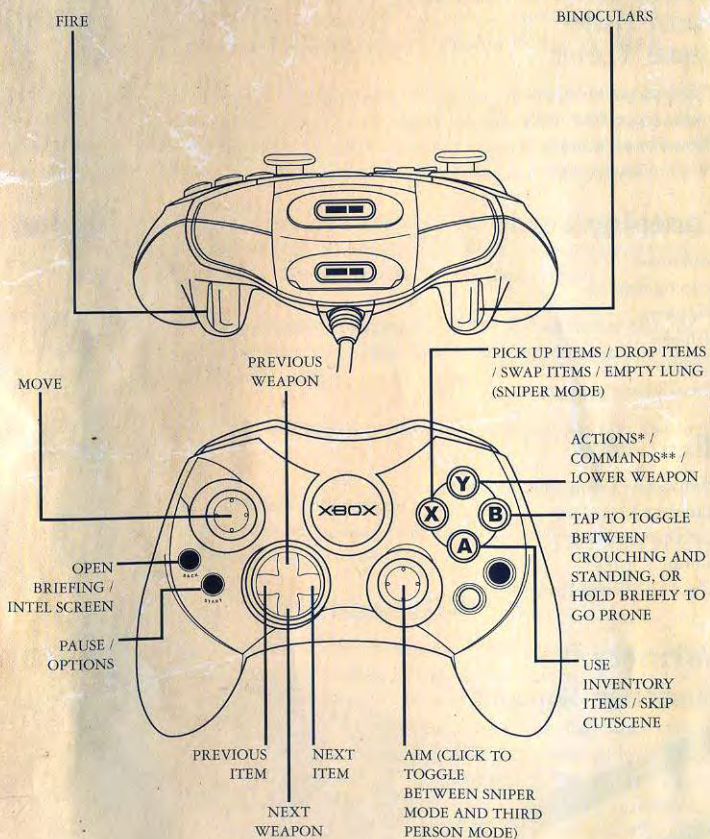
Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

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NEXT ITEM

AIM (CLICK TO TOGGLE BETWEEN SNIPER MODE AND THIRD PERSON MODE)

NEXT WEAPON

* Actions include picking up/dropping bodies
** Commands include asking allies to wait or to follow

Menu Navigation

Select a menu item	↑/↓
Accept changes	Ⓐ button
Cancel changes / Back to the previous menu	Ⓨ button

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Pause / Options	START button
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Select weapon - Zoom in / out (in scope view only)	↑/↓
Scroll inventory items	←/→

*Actions include pick up/drop body
** Commands include getting allies to wait or follow

Additional Functionality

Wall hug:

To wall hug use the left thumbstick to push against walls, this will reduce your visibility and body target area to enemies that are distant enough from your position.

Throw grenades:

Select a grenade by using ↑/↓, then hold down R trigger to show the path the grenade will take. Moving the right thumbstick will adjust the path of the grenade and pressing Ⓨ button will throw the grenade.

Lean out mode (in scope view only)

Use ←/→ to lean out from behind cover when in scope view.

STORY

April 1945: World War II is drawing to a close and the Russians and Germans are caught in a furious battle for Berlin. You take the role of an elite American sniper sent into this chaotic situation by the OSS*. Your vitally important mission: to prevent Stalin obtaining Germany's atom bomb research and V2 technology. This is the dawn of the cold war.

In a desperate bid to prevent defeat, the civilian population, including women, the old and even children as young as 10, have been conscripted into the German military, and forced to fight on the frontlines at the outskirts of the city. The depleted Luftwaffe is powerless to stop Allied air raids at any time of the day or night. Soviet troops roam the city, seeking revenge for the suffering and appalling death toll inflicted by the Germans in their homeland (the battle of Stalingrad having ended a mere 14 months earlier). Against this backdrop, the centre of the city has been left deserted, and thus provides the ideal ground for the covert nature of this OSS operation.

*Office of Strategic Services was the WW2 predecessor to the modern CIA

BASIC SNIPER SURVIVAL GUIDE

By Martin Pegler, Author of the bestselling Sniper book 'Out of Nowhere' by Osprey Publishing, Chief Weapons Curator of Leeds Armouries, UK and adviser on Sniper Elite.

Tactical Employment

Snipers should only be given tasks that are relative to their own specialist skills, they should not be used as extra riflemen or infantry and must be briefed at the highest possible level of intelligence to ensure they are properly deployed. A skilled sniper can achieve results that far outweigh his solitary status, such as the killing of high-ranking enemy officers or counter-sniper work and these abilities make him one of the most dangerous specialists to encounter.

Insertion

In an urban role, the sniper has greater demands placed on him. He will rely to a great extent on having been properly briefed for his mission with all the available maps and photographs that can be provided by intelligence. If he is to be inserted into enemy territory he may well wear clothing similar enough to that of the enemy to pass, at a distance, for one of their own.

Environment and Position

In an urban environment snipers may well carry a bolt-action sniping rifle, silenced pistol and dagger, as well as a machine gun and grenades to cover the possibility of sudden close-range combat. His choice of fire position must ideally contain the following elements:

- Good observation
- Good concealment
- Good field of fire
- Protection from enemy fire
- At least two routes of withdrawal

Camouflage and Concealment

A sniper's first concern is of remaining unseen and utilizing ruined buildings, piles of rubble, or wrecked vehicles as places of concealment. Combined with the camouflage offered by his uniform, it is often of the utmost importance. Any shooting position chosen must be considered for cover offered as well as offering a safe route of withdrawal.

Sniping Techniques

When sniping, he must master a number of different techniques. These will include:

- Proper operation of his rifle
- Mastering varied shooting positions
- Trigger control and breathing
- Accuracy: distance judgement and wind allowance
- Moving targets

Shooting Positions

Once the sniper is in a good concealed position, his next task is that of positioning himself and his rifle to maximise his accuracy. To achieve this there are several typical postures adopted:

Prone - The steadiest position is prone with the body lying slightly to the left of the rifle, elbows comfortably apart and the rifle supported by hands, shoulder and chin.

Kneeling - The left thigh is horizontal to the body, the foot flat on the ground while the right leg is tucked underneath, with the buttock resting on the heel of the boot.

Unsupported - The unsupported standing position is difficult to master as it takes some practice to remain steady. The non-firing arm can be used to rest against the left side of the body or on the belt.

Empty Lung

The breath must be controlled and steady and the best time to fire is during respiratory pause, when the lungs are about two-thirds empty and the sniper has reached a natural pause in his breathing cycle. His body will be relaxed and he has six to eight seconds before muscle shake due to lack of oxygen starts to occur.

Accuracy

Snipers are trained to consistently hit their targets with their first shot. A head shot at 300 metres and body shot at 600 metres were considered to be a good standard of sniper shooting. However, there are historical accounts of elite snipers of the WW2 era who were able to achieve kills at up to 1000 metres.

To achieve the required high degree of accuracy it is vital that the sniper is able to judge distances accurately to + or – 5 metres out to 800 metres or so, and aim above his target to compensate for the bullets drop due to gravity. This is a difficult skill to master.

Arguably even more difficult to master is the skill of gauging the wind's strength and its direction but this is often essential as these factors have considerable effect on the flight of a bullet at typical sniping ranges.

MAIN MENU

Single Player Game

Select this option to start the Berlin campaign or load a previously saved game.

Two Player Co-Op

Co-operative play in split screen of the full Berlin campaign. Two–player play includes the ability to share equipment and resuscitate each other if wounded.

Xbox Live

Featuring Deathmatch, Team Deathmatch, and Assassination multiplayer modes for up to 8 players.

Settings

Allows you to edit your profile or create a new one, and set up game options.

Creating a New Profile

If you have not created a profile previously, you will need to create a new one. The name of your current profile is displayed at the bottom of the page. Enter a profile name using the virtual keyboard and then select 'Accept'.

Move down to 'Save Profile' on the edit profile menu.

If you wish to change the configuration of game settings, audio or controls for this profile, select 'Options'

Editing a Profile

Selecting 'Rename' allows you to change the name of your profile.

Selecting 'Skin' allows you to change the player's skin and zoom in and out on the rotating player.

After selecting 'Save Profile' on the edit profile interface you will be prompted with the option to save.

Options

If you wish to change the configuration of the game's settings, audio or controls then select 'Options'.

See the 'Options Menu' section below for a description of all available options.

War Record (and Points of Fame)

The War Record shows detailed statistics for how you have performed during the current mission.

Points of Fame (POF) awards recognise your true skill as a sniper by rewarding your marksmanship and covert field skills.

Load Profiles

Use this option to load any of the currently saved profiles.

Change Profiles

If you have created more than one profile, this option will allow you to switch between them.

Credits

View a list of members of the development team who created Sniper Elite.

OPTIONS MENU

Control Options

Invert Y-axis:	Allows you to change the look up/down direction.
Lookspring:	Decides if the view re-centres when you let go of the look control.
Auto targeting:	Allows you to change the auto targeting mode.
Look sensitivity:	How sensitive the analog look control is.
Walk Sensitivity:	How sensitive the analog walk control is.
Scope Entry Sensitivity:	How long you have to click and hold the right thumbstick to enter the scope view.
Vibration:	Turn vibration on or off.

Redefine Controls

Allows the user to customise the control button assignments.

Game Settings

Friendly Fire:	Sets if you can shoot friendlies or not.
Scoring Messages:	Turn on/off messages for scoring Points of Fame events.
Cutscene Subtitles:	Turn cut-scene sub-titles on or off.
Speech Subtitles:	Turn enemy speech sub-titles on or off.
Bullet Cam On POF Event:	Turns Bullet camera on Special Score Events on or off.
Tutorial Mode:	Turns tutorial messages, hints, and enemy identifier texts on or off.
Interaction Hints:	Set interaction hints to Novice / Intermediate / Expert.
Minimize HUD:	Turn minimized HUD on or off.
Camera Bob:	Turn camera bob effect on or off.

Audio

Adjusts the sound and music volume.

DIFFICULTY MENU

Before starting a game, you will enter the difficulty selection menu. There are 4 difficulty modes available: Rookie, Cadet, Marksman and Sniper Elite. Each of these difficulties has preset parameters as described in the table below.

You can also choose to play in 'Custom' difficulty mode. This will allow you to set the various difficulty parameters as you wish.

Instant Scope/Binoculars	Allows instant switching between scope and binoculars
AI Difficulty	Indicates how tough a fight the AI will give you
Grenade Blast Radius	Indicates the blast radius of any grenades used
Realistic Sniping	Indicates how realistic the sniping simulation is set to be using the following parameters:

- Gravity - This indicates if gravity is taken account of when sniping
- Wind - This indicates if wind is taken account of when sniping
- Posture - This indicates if the player's posture is taken account of when sniping
- Heart Rate - This indicates if the player's heart rate is taken into account when sniping
- Empty Lung - How many seconds of steady aim the player gains from each use of the 'Empty Lung' technique.

XBOX *LIVE* RANKING

If you have an Xbox *Live*® account and are connected to the internet, when you play the single player missions you can register your score after each mission to prove you are the best sniper. (N.B. if you elect to use the custom difficulty setting mode you will not be able to register your scores online)

PAUSE MENU

Save

Allows you to save your current progress to the internal hard disk. You can save at any time but have a limited number of saves per mission. The number of saves you have left for a given mission are shown on the right hand side of your compass.

Load

To load a previously saved game.

War Record

Review the statistics for your performance in the mission.

Options

Allow you to change the configuration of controls, game settings and audio.

Restart Mission

Allows you to quit the current mission and return to the main menu

GAME VIEWS

Sniper Elite features 3 main view modes during play:

Third person mode - this mode is best for infiltration/stealth and close combat.
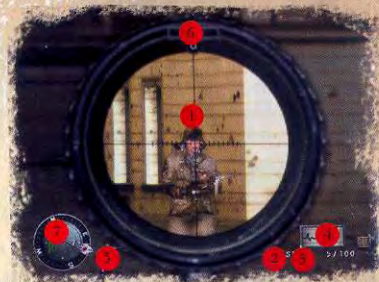**Sniper Scope view** - This mode is best for sniping.
Binocular view - This mode is best for observation and location of targets.

Third-person mode

Sniper Scope Mode

1. Scope view.
2. Current magnification factor.
3. Name of sniper rifle being used.
4. Heart rate display.
5. Posture indicator.
6. Wind correction indicator.
7. Compass/Watch/Health Indicator.

Binocular View

With a more powerful zoom and wider field of view, binoculars are better than the sniper scope for recon. You can always switch instantly between scope and binocular views. Whilst doing recon with the binoculars you can switch to the scope instantly and engage targets. If you want to avoid being seen, use your binoculars / scope to observe which way enemies are looking before you move.


Compass / Watch / Health Indicator

On the outer edge is an 'objective pointer' and compass markings. The pointer with the red dot will guide you toward primary objectives – these must be completed to progress. The pointer with a green dot will guide you toward secondary objectives, completion of which is optional.

In the central section, the green figure on the left is your health meter. It turns red as health is lost. In the very centre is a watch.

When you are attacked a yellow or red 'pie-section' will temporarily appear on the compass/watch. A yellow pie-section flash on the HUD indicates a near miss. This means enemy fire from that direction almost hit you; use this to assist you with figuring out where the enemies engaging you are located.

A red pie-section flash indicates enemy fire from that direction has hit you.
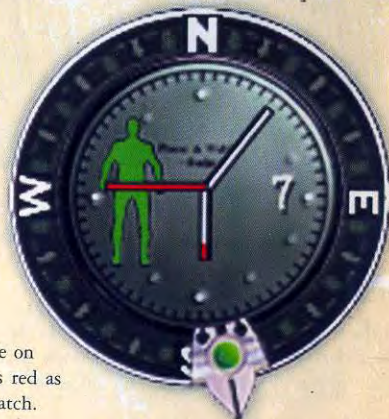
Current Weapon

Your current weapon (the G43 sniper rifle), and to its right is its ammunition i.e. number of rounds left in the clip = 5 and total rounds you are carrying = 150


G43   5/150

Camouflage Indicator

How visible you are to enemies when camouflaged is indicated by the icon and percentage shown by your camouflage indicator. When you go into appropriate areas such as on rubble piles or into shadows etc, your uniform's camouflage pattern will make it more difficult for enemies to see you, but be careful – realistically this percentage is just an indication and not a guarantee.

Wind Correction

Above the sniper scope is a wind correction indicator. This shows how many notches opposite to the wind direction you must aim to hit your target. For example, aim two notches to the left to compensate for the indicator showing the wind is blowing two notches to the right.
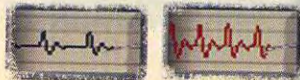
Heartbeat Monitor

When the trace is black, you can do an 'Empty Lung' mode shot. 'Empty Lung' mode is based on the real-life sniper technique of exhaling then holding your breath to give you a rock-steady aim for a few seconds before muscle shake due to lack of oxygen starts to occur.

When the trace is red, 'Empty Lung' mode is not possible. You will have to wait for your heartbeat to slow down.

See the control guide below for the controls to enter 'Empty Lung' mode

Briefing/Intel Screen

At the start of each mission, you will see the Briefing and Intel Screens.
The *Briefing Screen* gives you the overview of your mission as explained by the orders issued to you by your commanding officer in Washington.

The *Intel Screen* provides you with a map showing information gathered several days ago by other OSS agents, and explains the specific objectives you need to carry out to complete the mission successfully.

Use the ↑/↓ to select between objectives.

To see a description of the symbols used on the Intel Screen map use the ↑/↓ to select the **View Map Key** item on the small notepad, then scroll through the list of symbols and description by using the left thumbstick.

Use the Left Thumbstick to pan around the Intel screen map.
Use the left/right triggers to zoom in and out on the Intel screen map.

You may view the map and Intel Screen at any time during play by pressing the BACK button and then using the ←/→ to choose which of the screens you wish to view.

GAMEPLAY GUIDE

Movement

Your movement speed and posture affect how visible and noisy you are to the enemy. You are able to Stand upright/Run or Crouch/Move crouched or go Prone and Crawl.
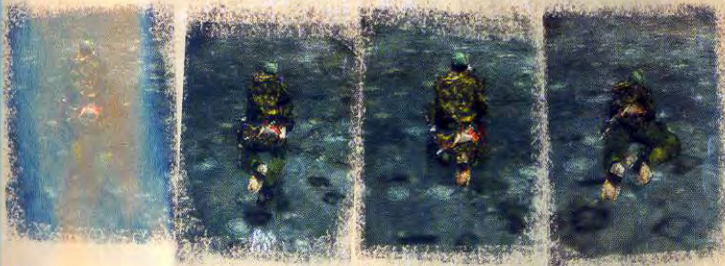
Wall Hug - You can press against walls as you move to 'Wall Hug'. This minimises your visibility and target size to enemies distant enough from you, as well as allowing you to move less noisily so overall you are harder to detect.
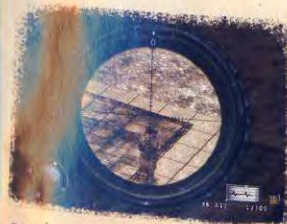
Sniping Features

When ever possible use your sniper rifle to engage enemies at a suitably long range so its high accuracy gives you the advantage over enemies using much less accurate weapons such as machine guns or standard rifles.

When sniping, the effects of wind direction, gravity as well as your posture and heart rate are realistically taken into account. Accordingly you will have to aim above distant targets to allow for bullet drop due to gravity. (N.B. Any/all of these sniping simulation features can be disabled via the difficulty select screen if required.)

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Correction for Gravity When Sniping

Use the horizontal lines in the scope (often referred to by real snipers as 'notches') as a reference to aim a specific number of lines above a distant target, then fire and watch where the bullet impacts. Try aiming another notch higher and fire again until you can hit a target as desired.

(N.B. remember the number of notches you need to aim above will vary with how zoomed in/out your scope is.)

Relocating

Once you fire a few shots from a position, try to move unseen to another location before the enemy can figure out where you are and mount a counter-attack. In sniper jargon this is known as 'relocating'.

Lean Out From Cover to Observe or Snipe

When you are in the scope or binocular views you can lean out from a corner of wall or barricade to observe enemy movements or to make a sniping shot with minimum chance of visual detection by the enemy.

Sniping Grenades Carried by the Enemy

Grenades are often carried by the enemy on their webbing and can be sniped to detonate them, this will give you a direct kill as well as inflicting casualties on any nearby troops too (you can even snipe any grenades enemies are holding if you are good enough).

Bullet Penetration of Bodies/Objects

Sniper rifle bullets will often be able to penetrate 2 or 3 bodies, smaller trees and rusted cars. If you you are good enough you can kill 2 or even 3 enemies with a single shot.

Sound Masking

Very loud sounds in the environment like artillery shells air bursting can often be used to mask the sound of your shots from the enemy. This trick will often allow you to pick off enemies in close proximity to each other without raising the alarm.

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SNIPER RIFLE : GEWEHR 43

Gravity table:

h	g
0.75	2.5
1	1.8
2	0.9
3	0.6

Wind table:

h / w	1	2	4	6	8
0.75	0.3	0.5	1.1	1.7	2.2
1	0.2	0.4	0.8	1.2	1.6
2	0.1	0.2	0.4	0.6	0.8
3	0.1	0.1	0.3	0.4	0.5

(h is the size of a head in scope notches)
(g is the gravity adjustment in scope notches)
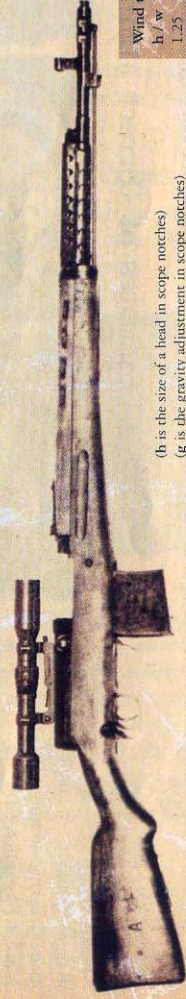(w is the wind strength as measured by the wind indicator)

Gewehr 43: A semi-automatic German-made rifle, an attempt to match the performance of the American M1 Garand that fell somewhat short. Often popular in urban conditions where the rapid fire and reloading afforded by semi-automatic fire and magazine was as important as accuracy.

Calibre: 7.92 mm
Action: Gas operated
Overall length: 1130 mm
Range: 1200m
Barrel length: 546 mm
Mass: 4.1 kg unloaded
Rate of fire: Semi-automatic
4 x scope magnification
Magazine capacity: 5 rounds

Examples of Correct Aiming

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SNIPER RIFLE : TOKAREV SVT-40

Gravity table:

h	g
1.25	5.9
1.5	4.9
2	3.7
5	1.5

Wind table:

h / w	1	2	4	6	8
1.25	0.65	1.3	2.6	4.0	5.3
1.5	0.5	1.1	2.2	3.3	4.4
2	0.4	0.8	1.6	2.5	3.3
5	0.2	0.3	0.7	1.0	1.3

Examples of Correct Aiming

(h is the size of a head in scope notches)
(g is the gravity adjustment in scope notches)
(w is the wind strength as measured by the wind indicator)

Tokarev SVT-40: This interesting and misunderstood semi-automatic weapon was in use prior to the end of WWII but never managed to overtake the Nagant. Unusually, it could be loaded either via its detachable box magazine or by using 5-round stripper clips from the Nagant.

Calibre: 7.62mm
Action: Gas operated, tilting bolt
Overall length: 1226 mm
Range: 800m
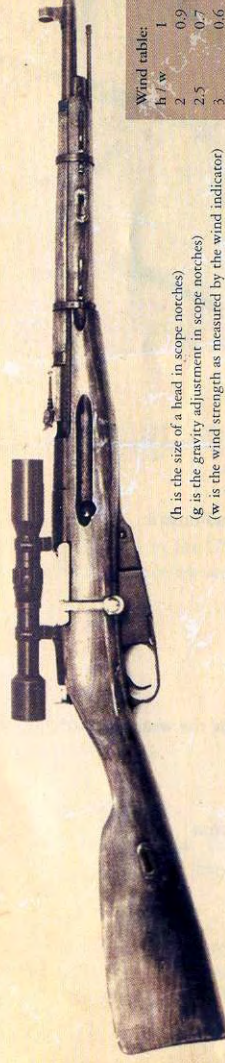Barrel length: 610 mm
Mass: 3.85 kg
Rate of fire: Semi-automatic
4 x scope magnification
Magazine capacity: 5 rounds

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SNIPER RIFLE : MOSIN-NAGANT M91

Gravity table:

h	g
2	8.3
2.5	6.7
3	5.5
3.5	4.8
6	2.8

Wind table:

h / w	1	2	4	6	8
2	0.9	1.8	3.7	5.6	7.4
2.5	0.7	1.5	2.9	4.5	5.9
3	0.6	1.2	2.4	3.7	4.9
3.5	0.5	1.0	2.1	3.2	4.2
6	0.3	0.6	1.2	1.9	2.5

Examples of Correct Aiming

(h is the size of a head in scope notches)
(g is the gravity adjustment in scope notches)
(w is the wind strength as measured by the wind indicator)

Mosin-Nagant: Known in Russia as the 'Vintovka Mosin' (Mosin Rifle) it was developed in the late 1880s and early 1890s, adopted by the Tsar in 1891 then slightly upgraded in 1930 for the Red Army. The 1938 model was a handier carbine, which was issued without a bayonet. During WWII a newer yet still outdated carbine, the M1944, replaced all prior models.

Calibre: 7.62mm
Action: Bolt
Overall length: 1304mm w/o bayonet
Range: 1000m
Barrel length: 802mm
Mass: 4.8kg
Rate of fire: Semi-automatic
6 x scope magnification
Magazine capacity: 5 rounds

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OTHER WEAPONS

Submachine Guns

1. PPSch-41: The PP-40 SMG. It was noted for its high rate of fire and large magazine.

- Calibre: 7.62mm
- Action: Selective: full-automatic and semi-automatic
- Overall length: 828mm
- Range: 100m
- Barrel length: 265mm
- Mass: 5.40 kg
- Rate of fire: 900 rounds per minute
- Magazine capacity: 71 rounds

2. MP40 'Schmeisser': Its low rate of fire made the weapon quite controllable.

- Calibre: 9mm
- Action: Fully automatic
- Overall length: With stock retracted: 630 mm
- Range: 100m
- Mass: 3.97 kg with loaded clip
- Rate of fire: 500 rounds per minute
- Magazine capacity: 33 rounds

Heavy Machine Guns

3. DP28 MP model 1910: The 7.62 mm DP (Degtyaryov-Pekhotny) has an extremely simple, yet remarkably reliable and robust mechanism. Rotary magazine allows a high rate of fire.

- Calibre: 7.62
- Action: Fully-automatic only
- Overall length: 1290 mm
- Range: 1000m
- Barrel length: 604mm
- Mass: 9.12 kg
- Rate of fire: 500-600 rounds per minute
- Magazine capacity: 47 round pan mag

4. MG42 Machine-gun: Unique delayed blowback and belt feed combine to give an overwhelming rate of fire.

- Calibre: 7.92
- Action: fully-automatic only
- Overall length: 1305mm
- Range: 1000m
- Mass: 11.6 kg
- Rate of fire: 1200 rounds per minute
- Magazine capacity: Belt feed

Pistols

5. P-38 (silenced): Developed by the OSS via the Department of Special Assistance in 1942, it proved to be highly effective and lethal, with outstanding sound suppression.

- Action: Semi-Automatic
- Overall length: 218 mm
- Range: 50 m
- Barrel length: 127mm
- Mass: 840g
- Magazine capacity: 8 rounds

Anti-tank Weapons

6. The Panzerfaust ('Armour fist' or 'Tank fist') was an inexpensive, recoilless German anti-tank weapon. It consisted of a disposable launcher preloaded with a rocket-propelled grenade.

7. Panzerschreck ('Tank terror') is an anti-tank weapon developed by copying the US Army bazooka, but made considerably more capable. It fired a 3.2 kg rocket-powered grenade capable of penetrating even the heaviest tank armour.

Grenades

8. Fragmentation Grenade: Designed primarily as an anti-personnel device it contains an explosive charge in a metal body, designed to break into fragments.

9. Stick Grenade ('Steilhandgranate'): The German stick grenade was typically issued in HE and fragmentation sleeves and contained a larger charge than the fragmentation grenades issued to US forces.

10. Tripwire Grenade ('Russian Pom-Z'): The Pom-Z is a cylindrical cast-iron bodied stake mine. The outer mine body is scored but not pre-fragmented which gives uneven size and dispersal to the fragmentation. The Pom-Z contains 75g of TNT to propel fragmentation to a lethal radius of 10 metres on actuation. They are often deployed in zig-zag rows or clusters of 4.

FIELD NOTES

Vehicles

Tanks must be attacked at the rear and sides – where their armour is weakest.

Trucks can be stopped by shooting out a tyre or shooting the driver.

External fuel drums – if a tank or other vehicle is carrying an external fuel drum it will be vulnerable to an accurate shot at the filler cap of the drum with your sniper rifle.

Shoot a truck's fuel tank to make it explode and kill nearby enemies – or before it can deploy any troops it is carrying (if it happens to be passing an enemy strongpoint like a machine-gun nest or pill box when it explodes all the better).

Corpses

Corpses can be searched quickly, which will just give you any weapons and ammo they carry OR searched in detail, which takes longer but you will find every item the corpse has. To avoid the enemy sneaking up on you while you are busy doing a detailed search, pick up the corpse and move it to a safe place before performing the search or look around using the left analog stick while you are searching.

You can use the pick-up-and-drop corpse feature to place the corpses of enemies you have killed where they will be spotted to decoy guards or to hide them from discovery by others.

Distraction

Stones can be thrown to decoy un-alerted enemies. When they move to see what made the noise, slip past, or get close and take them down silently with your silenced pistol.

Know Your Enemy

Special Forces – watch out for the black beret Special Forces commandos. They are highly trained and will employ lethal teamwork and tactical manoeuvres against you.

Elite snipers - never underestimate the enemy's elite snipers; they know every trick you know.

Officers - usually wear black hats with a red star. They are highly trained and often carry information/items that may be useful to you.

MULTIPLAYER MODE

You can have multiplayer games on the same console or on Xbox *Live*.

Same-Console Multiplayer

Battle your way through the game using cooperative play in split-screen mode. Connect an Xbox controller for your team mate and play through using teamwork to complete missions.

To Set Up Multiplayer On A Single Xbox Console

1. From the Main Menu highlight Two Player Co-Op and press A on a controller.
2. Both players need to select (previously created profile/profiles) or create profiles.
3. Press A to select an operation on a controller.
4. Press A to select the operation difficulty on a controller.

Xbox *Live*

Take Sniper Elite Beyond the Box

Xbox *Live* is a high-speed or broadband gaming community where you can create a permanent gamer identity, set up a Friends List with other players, see when they're online, and receive invitations to play games. For games with online mode, invite your friends to play and talk to them in real time while you play.

Connecting

Before you can use the Xbox *Live* service, 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, go to www.xbox.com/connect.

Once you are connected, you can choose Quick Match to join any available game, or OptiMatch, which will let you be more specific about the type of game you want to join.

You can also Create Match if you want to create your own.

MULTIPLAYER GAME MODES

Deathmatch

Each player scores points by killing other players or picking up the dogtags of dead players.

Team Deathmatch

Players are placed into teams. A player scores by killing a player on the alternate team or by picking a dogtag from a dead player on the other team. If a player kills another player from the same team then points are deducted. The scores for each team is the sum of the scores of the players in that team. The game ends when a team score reaches the score limit.

Assassination

Players are placed automatically into two teams (Russians and Germans). Russian players are assassins attempting to assassinate a target, and German players are bodyguards attempting to protect the assassination target.

Russian Players

They score points by killing Germans and assassinating the target. As in Deathmatch and Team Deathmatch, points are scored for killing Germans and/or collecting their dogtags. Points are also scored for successfully carrying out the assassination and this can mean different things according to the host settings. Points for the kill are awarded for killing the target and/or collecting the dogtag from his corpse, as per the Scoring Mode option on the Gameplay Settings Page of the Host Options interface. Additionally, if the 'Allow Exfiltration' option is enabled on the Gameplay Settings Page of the Host Options interface, then the Russian players can gain additional points by successfully exfiltrating the area after killing the target and collecting his dogtag.

German Players

They are bodyguards and must score points by killing Russians and by keeping their target alive for the longest time possible.

The round ends when all of the assassins are dead or when the assassins have successfully killed the target and exfiltrated the area if that option is enabled.

The teams are reassigned for every round and the game continues until each player has been an assassin a certain number of times as specified by the 'Number of Rounds per Player' setting on the Gameplay Settings page of the Host Options menu.

Starting an Xbox *Live* Game

There are several ways to enter a Multiplayer game. You may choose Optimatch to choose any game type or Quickmatch to list all games of a specific type. Alternatively you may choose the create game option to make your own custom game.

Host Settings Page

Host Name	The host name can be edited.
Private Games	If this option is set to 'yes' then only invited players can join.
Max Players	The game can take up to a maximum of 8 players (minimum of 2). Reduce the number of players if you have a slow connection or if you want to have a smaller game.
Number Of Rounds	Sets the number of games played on each map on Xbox *Live*.
Game Type	Modes available are Deathmatch, Team Deathmatch and Assassination.

Gameplay Settings Page

These options affect the way the game is played. Which options are present on this page depends on the game type selected on the server settings page.

Instant Scope/Binoculars	Enable this to allow instant switching between third-person view and first-person view (scope or binoculars). Disabling this option creates a more realistic game where it takes time to equip and unequip the sniper rifle and binoculars.
Grenade Blast Radius	Damage range of grenades and other explosions.
Gravity	Determines whether bullet drop will affect sniper shots.
Scoring Mode	There are three scoring modes available for Deathmatch and Team Deathmatch modes.
Dogtags only	Points are awarded for collecting dogtags from enemy corpses.
Dogtags and Frags	Points are awarded for fragging enemies and for collecting dogtags from enemy corpses.
Frags only	Points are awarded for fragging enemies.
Points per dogtag (DM / TDM only)	Number of points awarded for collecting a dogtag.
Points per frag (DM / TDM only)	Number of points awarded for fragging an enemy.
Score Limit (DM / TDM only)	Specify a score limit on the round to stop the game when the maximum limit is reached. A score limit of zero means that the score is unlimited.

Time Limit	Time limit in minutes on the online game to stop the game when the maximum time limit is reached. A time limit of 0 means that the time is unlimited.
Sudden Death	When set to 'yes', if the game is tied at the end of a round, the next player (or team in a team game) taking the lead will be declared a winner. When set to 'no', no winner will be announced in case of a tied game.
Spawn invulnerability time	Players are invulnerable for a short time after respawning. That time, in seconds, can be set here.
Friendly Fire (TDM/Assassination only)	Damage modifier for hitting players on the same team. A value of 0 means no damage for friendly fire. 100 is normal damage for friendly fire.
Allow Respawn (Assassination only)	If this option is enabled, bodyguards may respawn after being killed. Respawning happens at set intervals specified by the 'Respawn Time' option below.
Allow Exfiltration (Assassination only)	If this option is enabled, the assassins will have to exfiltrate the area with the target's dogtag in order to gain maximum points.
Respawn Time	The time after dying that the player must wait before respawning. In Assassination mode, if respawning is enabled, this specifies the time between waves of reinforcements.
Hunter to Sniper ratio (Assassination only)	You can set the ratio of Russian assassins versus German bodyguards for the Assassination game mode. For example, a ratio of 30% in a game with 6 players will allocate 2 Russian assassin slots, and 4 German body guard slots.
Number of rounds per player (Assassination only)	The number of rounds in which each player will play as an assassin.

Hud Settings Page

Show Player Names	None	Don't show player names.
	Teammates	Only show names of teammates.
	Enemies	Only show names of enemies.
	All	Show names of all players.
Enable Radar		Enable the radar in the top right-hand corner of the screen.
Show pickups/dogtags/players/mines on Radar		Specify which items should be displayed on the players' radars, and in the case of dogtags, players and mines, specify only items belonging to specific teams to be displayed.

Game Balance Page

Shots per direction flash	How many bullets need to be fired towards the player before a flash appears on his compass to show the direction the fire is coming from.
Assassins have machine-guns (Assassination only)	Enabling this option equips assassins with machine-guns in addition to sniper rifles.
Gameplay tweaks	Enable this to adjust the other parameters on this page. If this option is disabled, default values will be used.
Realistic weapons	Adjusts the time taken to reload sniper rifle. Ranges from Arcade (fastest) to Bolt Action Rifles (slowest).
Sniper Power/Machine-gun Power/Pistol Power/Knife Power	Adjusts the amount of damage done by each weapon. A value of 0 is no damage. A value of 100 is normal damage as in the single player game.
Binocular vision powers	Enabling this option allows the player to see names of other players across the whole screen when using binoculars or scope.

Pickup Availability Page

On this page specify which pickups (ammunition, weapons, health, etc) will be available and how frequently they should respawn. Enable 'Allow Pickups' to adjust the availability of each individual pickup type.

Each pickup type can be assigned a respawn time of Very Fast Respawn, Fast Respawn, Medium Respawn, Slow Respawn, or to disable the pickup type entirely, Disable.

Map Setup Page

Choose the maps that you want to use on the Deathmatch Map Set-up interface. Selecting DONE will confirm the chosen maps and start the online game.

Xbox *Live* Game Features

Scoreboard: You can access the scoreboard by pressing the ⬤ button in the game. This will display a summary of the scores, and other information for each player in the game (name, connection quality, deaths, and score). Some server information is also available, such as the time limit, and the frag limit.

Player Score

Near the compass, a short summary of the score is displayed. In a deathmatch, on the left is the player score. On the right (in brackets) is the current highest score. In team games, team scores replace the player's scores.

You can achieve negative scores by killing yourself, or killing team mates in team games.

Once the victory conditions are reached (time limit or frag limit reached), and one player has the highest score, he is declared as the winner of the round.

If several players share top scores at that moment, and the Sudden Death option is NOT selected, a tie is declared.

If sudden death is available, and the game is tied, the winner of the round will be the next player pulling out of the tie. Even a player that was not previously on a high-score can win the game by overtaking the high-scorers (like achieving multiple kills). In team games, the mechanics are the same, but only the team scores are considered.

Map

This shows your position and other players positions on the map. This can be enabled or disabled whilst setting up the server options.

Your position and other player's positions are indicated by an arrow (Red for Russian players and Green for German players). Icons indicate pickups such as ammunition, weapons, health, etc.
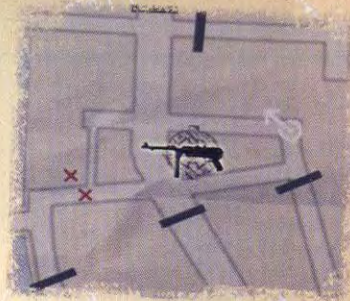
In Dogtag scoring modes, the dropped dogtags can also be displayed on the map.

As for the players, for team games, Red for Russian dogtags, Green for German dogtags. In Deathmatch, Black dogtags are the dogtags you dropped (and that you cannot pick up), and the dogtag dropped by fallen enemies are coloured in White.

Allegiance Indicator

There is a team indicator flag at the bottom of the screen that indicates your team.