



SQUAD



**WARNING: READ BEFORE USING YOUR PLAYSTATION®2
COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—**IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the Controller Ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

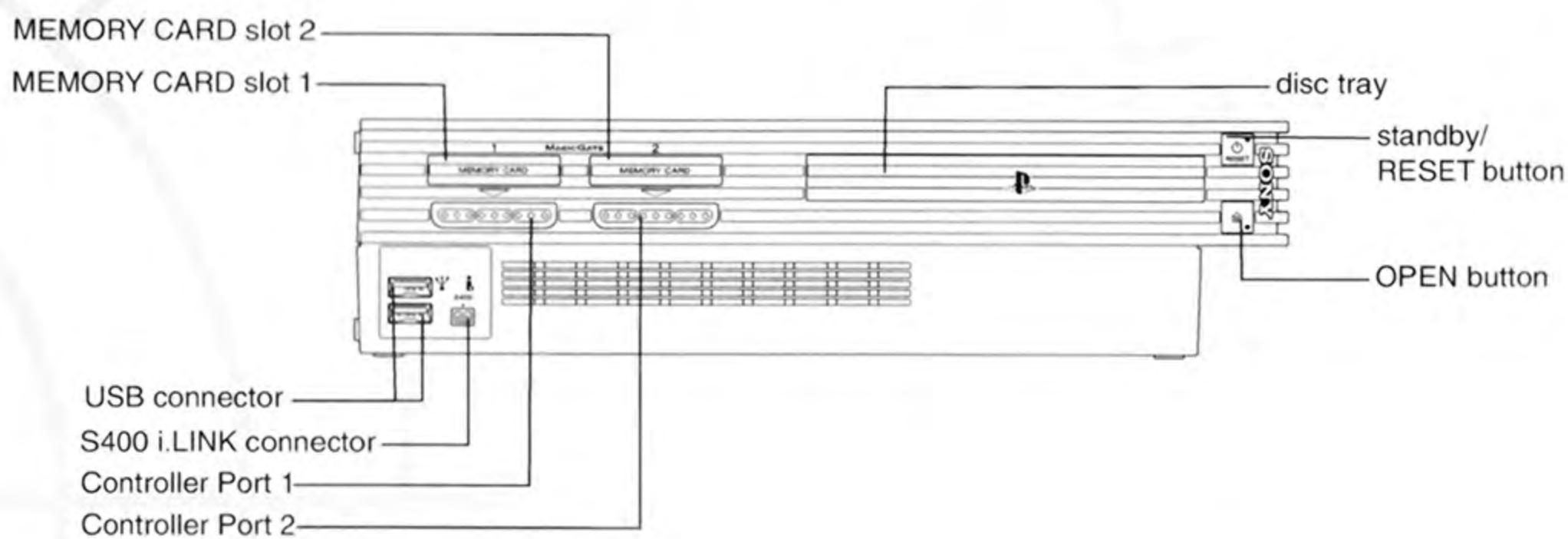
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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- FOR MORE INFO about this and other titles, check out EA GAMES™ on the web at www.eagames.com.

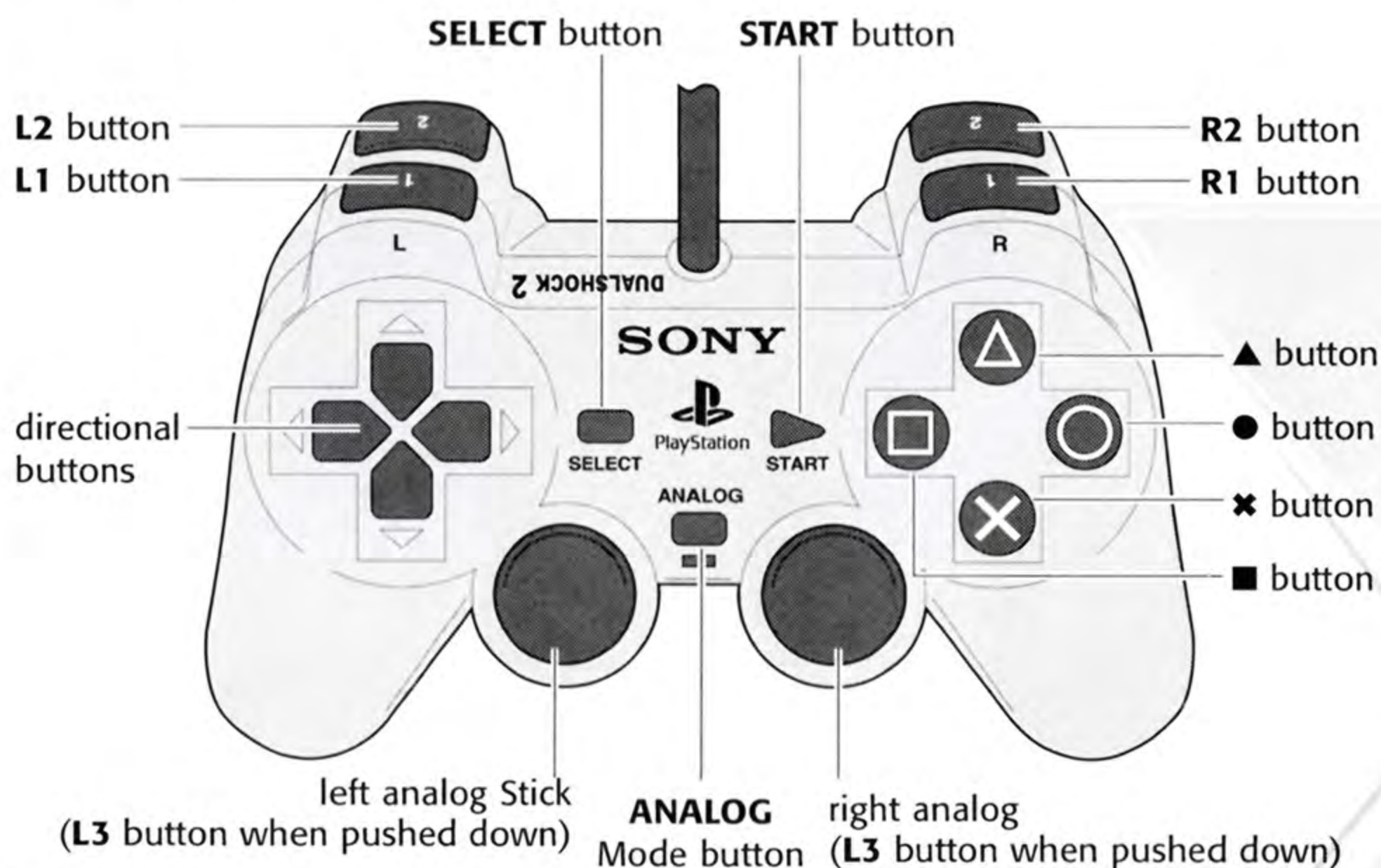
GETTING STARTED



1. Set up your PlayStation 2 console according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the standby/RESET Button. When the power indicator lights up, press the OPEN Button and the disc tray will open.
4. Place the *X Squad* disc on the disc tray with the label side facing up. Press the OPEN Button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this software manual for information on using *X Squad*.

COMMAND REFERENCE

DUALSHOCK™ 2 ANALOG CONFIGURATION



MENU CONTROLS

Navigate the menus using these controls:

| | |
|----------------------------|------------|
| Highlight menu items | D-Button ↑ |
| Cycle choices/Move sliders | D-Button ↔ |
| Select/Go to next screen | × |
| Return to previous screen | ● |

◆ For a more detailed list of commands, ► *Complete Controls* on p. 5.

BASIC CONTROLS

From here on out, keep your head up, your weapon loaded, and your back to the wall. Rely on your squad as it is the only absolute you have right now.

You are only as good as your skills. Kill or be killed is your reality. Get familiar with the controls to become a formidable opponent.

GAME CONTROLS

These are the basic commands with the Analog Controller (DUALSHOCK 2) set to its default. For a complete list of game controls, ► *Complete Controls* on p. 5.

| | |
|---|--|
| Move forward or backward (press lightly to walk) | directional button or left analog stick↑ |
| Turn left or right | directional button or right analog stick ↔ |
| Crouch down and stand up | × |
| Select Equipment | ▲ |
| Reload a weapon with ammo | ● |
| Select Squad commands | ■ |
| Action | L1 |
| Shoot | R1 |
| Strafe left | L2 |
| Strafe right | R2 |



INTRODUCTION

The year is 2037 and the government has lost contact with one of its top-secret research facilities shortly after receiving disturbing news about suspicious behavior amongst some of the base's personnel. You have limited background knowledge of your mission, only what the scientist's urgent transmission communicated—that she discovered some mysterious data just before she sent her transmission. Your only clue is the name "Project Medusa". You are Ash, leader of the covert paramilitary organization known as *X Squad*. Fearing the worst and due to the highly sensitive material within the base, your highly skilled team is assigned to infiltrate the top-secret research facility, rescue the missing scientist, and uncover the mystery behind Project Medusa. Good luck. You're going to need it.

COMPLETE CONTROLS

There are two control configurations: Configuration 1 and Configuration 2. Analog mode allows the use of the left analog stick and right analog stick of the DUALSHOCK 2 analog controller. Default is Control Configuration 1.

NOTE: All the functions available with the direction button can also be done with the left analog stick except for menu controls.

CONTROL CONFIGURATION 1 (DEFAULT)

BASIC MOVES

| | |
|---------------------------------|--|
| Run forward/backwards | directional button or left analog stick ↑ (Press lightly to walk) |
| Turn left or right | directional button or right analog stick ↔ |
| Strafe right or left | left analog stick ↔ or R2/L2 |
| Look up or down | right analog stick ↑ |
| Crouch down/Stand up | × |
| Lean right or left | Hold L1 + R2 or L2 (or Hold L1 + left analog stick ↔) |
| Climb up (at certain locations) | L1 + directional button ↑ (or L1 + left analog stick ↑) |

ADVANCED MOVES

| | |
|----------------------------------|--|
| Roll forward | directional button or left analog stick ↑ twice (or L1 while moving forward) |
| Roll right or left | R2 or L2 twice (or L1 while moving left or right) |
| Turn around 180 degrees | directional button |
| Roll backwards (while crouching) | directional button or left analog stick ↓ twice (or L1 while moving backwards) |

WEAPON HANDLING

| | |
|--|-------------------------------------|
| Attack/Fire/ Reload (If your weapon is empty) | R1 |
| Reload | ● |
| Lock on a target (Auto aim OFF) | R3 |
| Toggle ON/OFF sniper mode (only when you have a sniper rifle equipped) | R3 |
| View left and right when in sniper mode | right analog stick ↔ |
| Zoom in/Zoom out when in sniper mode | left analog stick ↑ |
| Look Up/Look down when in sniper mode | right analog stick ↑ |
| Strafe left or right when in sniper mode | left analog stick ↔ or R2/L2 |

MISC CONTROLS

| | |
|---|--------------|
| Quick Item Select (► <i>Selecting Items</i> p. 10) | ▲ |
| Squad Commands (► <i>Selecting Commands</i> p. 11) | ■ |
| Actions and Strategies (► page 16) | L1 |
| Display Pause Mode which displays the map (► p. 12) | START |

CONTROL CONFIGURATION 2

BASIC MOVES

| | |
|---------------------------------|--|
| Run forward/backwards | directional button or left analog stick ↓ (Press lightly to walk) |
| Turn left or right | directional button, right analog stick or left analog stick ↔ |
| Strafe right or left | R2 or L2 |
| Look up or down | right analog stick ↑ |
| Crouch down/Stand up | ● |
| Lean right or left | Hold L1 + R2 or L2 |
| Climb up (at certain locations) | L1 + directional button ↑ or L1 + left analog stick ↑ |

ADVANCED MOVES

| | |
|--|--|
| Roll forward | directional button or left analog stick ↑ twice (or L1 while moving forward) |
| Roll right or left | R2 or L2 twice |
| Turn around 180 degrees (while standing) | directional button |
| Roll backwards (while crouching) | directional button or left analog stick ↓ twice (or L1 while moving backwards) |

WEAPON HANDLING

| | |
|--|------------------------|
| Attack/Fire/ Reload (If your weapon is empty) | ✕ |
| Reload | R1 |
| Lock on a target (Auto aim OFF) | R3 |
| Toggle ON/OFF sniper mode (only when you have a sniper rifle equipped) | R3 |
| View left and right when in sniper mode | right analog stick ↔ |
| Zoom in/Zoom out when in sniper mode | left analog stick ↑ |
| Look Up/Look down when in sniper mode | right analog stick ↑ |
| Strafe right or left slowly when in Sniper mode | R2 or L2 |

MISC CONTROLS

| | |
|---|-----------|
| Quick Item Select (▶ <i>Selecting Items</i> p. 10) | ▲ |
| Squad Commands (▶ <i>Selecting Commands</i> p. 11) | ■ |
| Actions and Strategies (▶ p. 16) | L1 |

Display Pause Mode which displays the map (▶ p. 12) **START**

Display the Game Menu (▶ p. 12) **SELECT**

SETTING UP THE GAME

Now's the time to really pay attention and make sure you hit your checkpoints. Stay in communication with the others and watch your back.

MAIN MENU

From the Main menu, you can start a new game, load a game, and manipulate the game options like adjusting the sound and changing the brightness of the graphics. Choose a controller setting that fits your style. This might be the difference between you obliterating the enemy guards and them sending you and the rest of *X Squad* back to boot camp. Look Lively!

NEW GAME

Select NEW GAME and press **X** to begin.

DIFFICULTY SETTINGS

You have three difficulty settings to choose from in *X Squad*. They are: Novice, Intermediate and Expert. Select the difficulty level according to your gaming ability. If you are new to third-person shooter games, you should start your first game at the Novice setting. If you think you can handle something a little more intimidating, you may want to check out the Intermediate difficulty level.

When you save a game, a different color icon is used for each difficulty setting. If you save your *X Squad* game at the Novice difficulty setting, your save game icon will be gray. An Intermediate save game icon is blue and an Expert save game icon is red.

WARNING: Only true Hot Shots will make it through the Expert difficulty setting.

LOAD GAME

Load saved data and resume an unfinished game.

- ◆ Insert the MEMORY CARD (8MB)(for PlayStation 2) into MEMORY CARD slot 1 before selecting this option.

NOTE: *X Squad* only supports MEMORY CARD slot 1.



OPTIONS

NOTE: Default options are listed in **bold** in this software manual.

To change the sound, graphics, controller, and game preference settings:

1. directional button \updownarrow to select the preference categories.
2. directional button \leftrightarrow to change preference settings.
3. Press \bullet to return to the Main menu.

SOUND

MUSIC

Adjust the volume of the background music.

SFX

Adjust the volume of the sound effects.

SPEECH

Determine how loudly the characters speak.

GRAPHICS

Adjust the brightness of the screen.

CONTROLLER

VIBRATION

Turn **ON** or **OFF** the vibration function of the DUALSHOCK 2 analog Controller.

- ◆ In the Options screen, you can select between Configuration 1 and Configuration 2.
- ◆ In the Controller Configuration screen, you can select between the **NORMAL CAMERA MOVEMENT** mode and the **REVERSE CAMERA AXIS MOVEMENT MODE**. In the normal movement mode, press up on the right analog stick to move your viewpoint (sight) upward. In the reverse movement mode, press up on the right analog stick to move your viewpoint (sight) downward.

GAME

CENTERING

Turn **ON** or **OFF** the viewpoint (sight) centering function. When the function is turned **ON**, the viewpoint (sight) will always be at the center of the screen wherever you move in.

AUTO-AIM

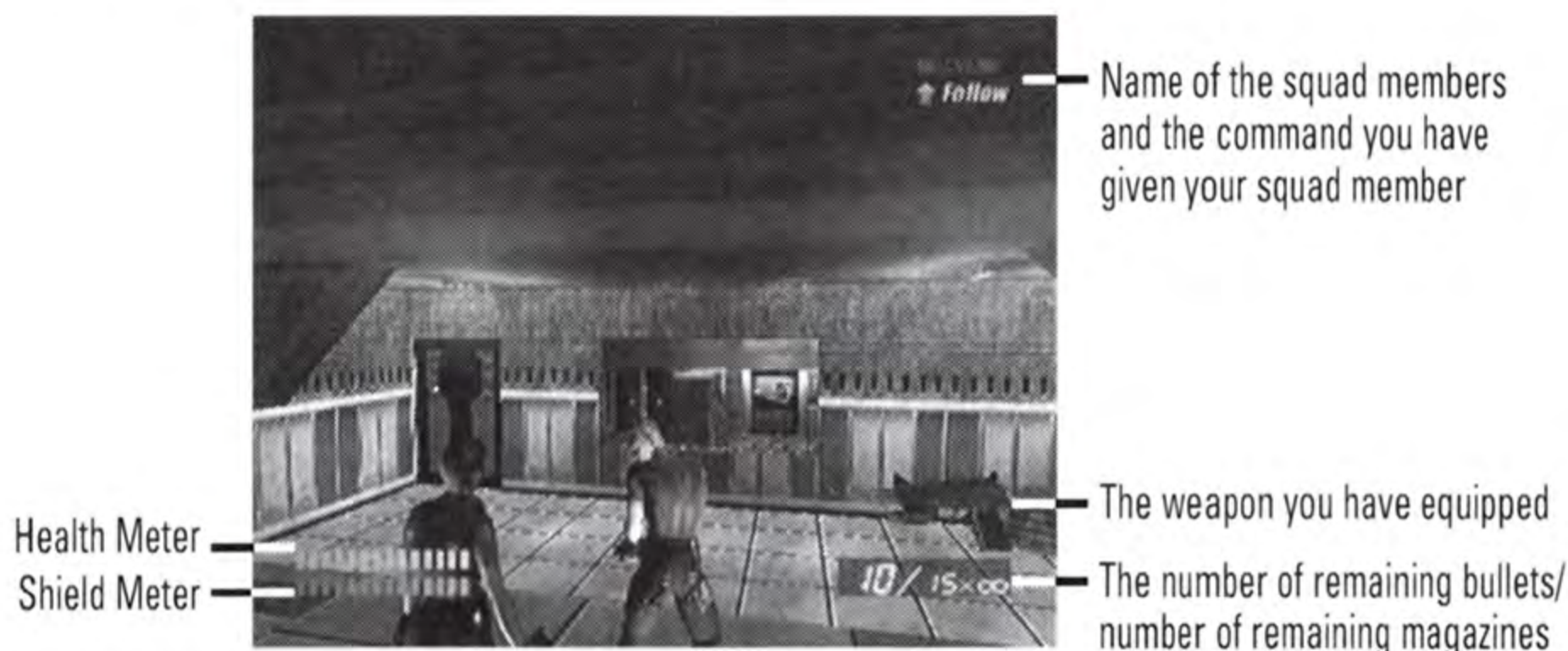
Turn **ON** or **OFF** the auto-targeting function. When the function is turned **ON**, any enemy near the viewpoint (sight) is automatically targeted and your weapon is locked on to it. The lock-on range depends on the type of your weapon. In the default setting, Auto-Targeting is turned **ON** for Novice and Intermediate, **OFF** for Expert.

BASIC OPERATIONS DURING THE GAME

It's time to step it up a notch. You must learn every aspect of this mission inside and out. This is no time to re-learn the basics. Get in there and show them why *X Squad* is the best of the best.

GAME SCREEN

Pay attention to the game screen as much as you can. The tools on the Game screen are here to help you in your quest for Project Medusa. Learn where to look to get information so you can be a more efficient soldier.



SHIELD METER

This blue meter displays the current amount of shield that is protecting you. The amount decreases each time you are hit. As long as your shielding remains, your physical strength will not deteriorate.

- ◆ To restore your shielding, use the restore item Energy Pack. For details on how to use the Energy Pack, ➤ *Selecting Items* on page 10.

NOTE: The shield's defense strength is stronger in the front of the body than the back.

HEALTH METER

This red meter shows your current level of health. If you are hit with no shield protecting you, the level of your health decreases with each hit. If the health meter is depleted, your game is over.

Your health isn't just dependant on whether or not you are hit. It also matters where you are hit. For example, if you are hit in the head the health meter goes down more than if you are hit in the arm. To restore the meter, use a restore item, like the Med Kit. For details on how to use these items, ➤ *Selecting Items* below.

AMOUNT OF REMAINING AMMO

Find out the amount of ammo currently remaining in your weapon, the number of magazines your are carrying, and the capacity (number of shots) of each magazine.

When your weapon becomes empty, it automatically reloads with a new magazine when you press the fire button. If you prefer, you can discard the in-use magazine and mount a new one at any time by pressing ● or **R1** for controller configuration 1 and ✕ or **R1** for controller configuration 2. Any left over ammo in the magazine is lost. If you have used up all your magazines, the indicator displays NO AMMO. But you don't have to worry about the magazine stock of the Michaels 45 handgun since its number of available magazines is unlimited.

- ◆ Try to reload your weapon in between firefights to make sure you are not stuck reloading in the heat of the battle.

X SQUAD TEAMMATE COMMUNICATION DISPLAY

The indicator in the upper right corner of the screen indicates the name of the *X Squad* member you are communicating with and the command you have given to your squad member. If your teammate is out of communication range, the command field reads DETACHED.

The color of the squad members' names indicates their health status. The names appear green at first, and turn red as health decreases from sustaining hits. A gray name with the word Disabled means your squad member has been hit too many times to fight back.

To restore the physical strength of your squad member:

1. Go to the Game menu. (► Game menu on page 12.)
2. Select MED KIT.
3. Assign the MED KIT to the disabled X Squad member.

◆ If you leave your wounded teammate(s) unattended, he or she cannot help you until you complete the current mission by yourself.

SELECTING ITEMS

You can select any weapon to equip from the inventory. You can use this same procedure when selecting items other than weapons.

To choose a specific weapon:

1. Press ▲ to display the Weapon Selection screen.
 2. Use the directional button or left analog stick to select a specific weapon.
 3. Press ✕ to equip the weapon.
- ◆ Even when you are selecting items, the fighting continues and the enemy can shoot you. To avoid this tap SELECT to access the Game menu and change your weapons in the TACTICS option.

SELECTING COMMANDS

When you come into communication range with your squad member, you can order your squad member to assist you by selecting commands.

To give your squad member a command, you must first select the Squad Command:

1. Press ■ to display the squad command screen.
2. directional button or left analog stick to select the command.
3. Press ✕ to confirm the selection. Member names are displayed.

After selecting the command, you must select which player to give the command to:

1. directional button or left analog stick to select the member.
2. Press ✕ to confirm the selection.
3. Your squad member follows the selected command.

NOTE: Press ● or select CANCEL to cancel squad commands.

COMMANDS

There are five categories of commands: follow, recon, attack, spread and stay.

| | COMMANDS | DESCRIPTION |
|---------------|--------------------------------------|--|
| FOLLOW | Follow (non-combat and combat) | Follow you |
| RECON | (non-combat) | Scout around for enemy |
| STAY | (out of combat) | Tell your teammate to remain put until further orders are given |
| ATTACK | Charge an enemy (during combat only) | Orders your teammates to directly attack the enemy. |
| SPREAD | Space apart (during combat only) | Maintain a safe distance from each other when engaging the enemy |

Squad members can also be told which strategy to use.

| | COMMANDS | DESCRIPTION |
|----------------|--------------------|--------------------------|
| ASSAULT | Attack-emphasized | Move aggressive strategy |
| STEALTH | Defense-emphasized | The element of surprise |

RECON changes when in Combat mode to ATTACK. STAY changes when in Combat mode to SPREAD.

- ◆ For the RECON or ATTACK command, move your gun site to specify where your squad member goes. Move your sight first and then issue a command. The destination is indicated by an arrow.
- ◆ Only use a Recon command when you have enough space to launch a destination point. Do not use a Recon command in front of a wall or in a confined space.

CHECK POINTS

There are check points throughout each stage. When your health meter runs out and your game ends, you can resume the game starting from the most recent check point you have reached. This comes in handy when you're deep into a level.

PAUSE MODE

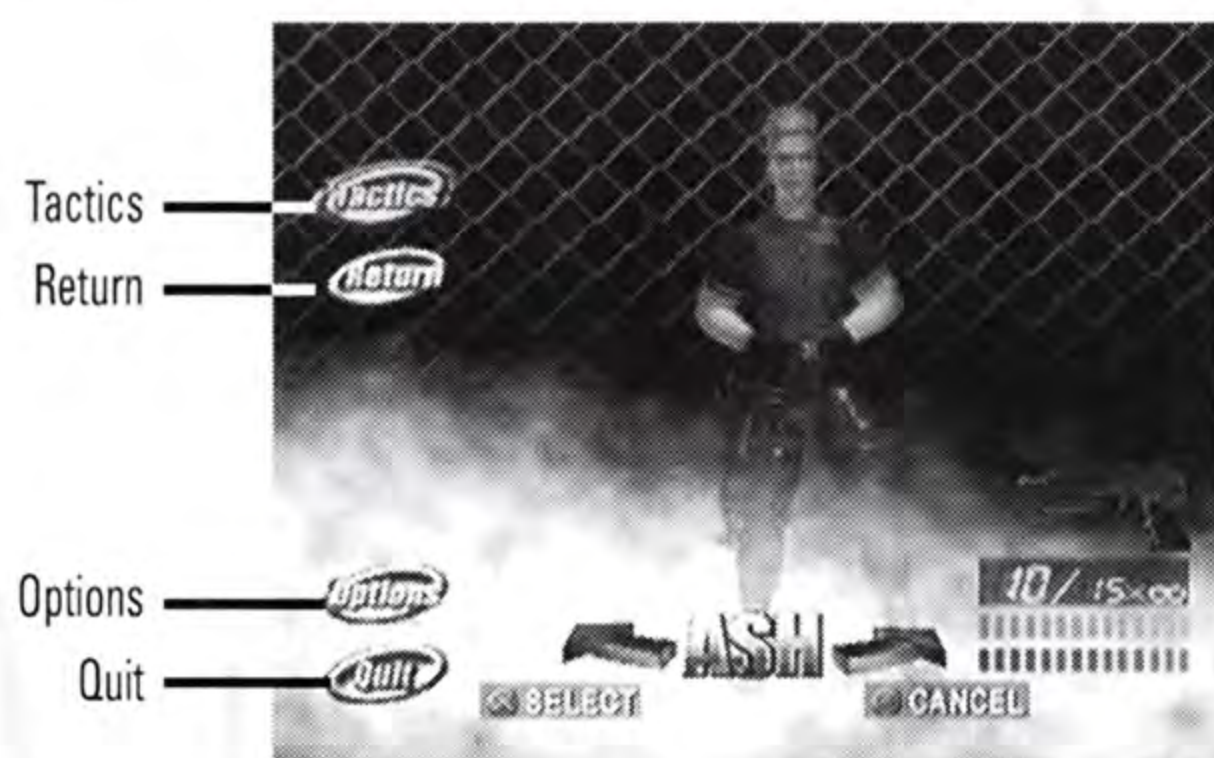
When you press the **START** button in the middle of the game, the Pause Mode screen appears. Here you can view the map which shows your current position and surroundings.

- ◆ Press **START** to exit Pause Mode at any time.

GAME MENU

When you press the **SELECT** button during gameplay, the Game menu appears. You can equip weapons, use items, or you can assign them over to a squad

member. You can also change the game settings or quit to the Main menu.



TACTICS

According to the progress of your mission, devise your strategy and select the most suitable settings. You can change the settings at any time during the game.

- ◆ Use **L1/R1** or directional button \leftrightarrow to switch between squad members as you perform various operations.
- ◆ Press **●** to exit the Game menu at any time.

WEAPONS

To select a weapon:

1. Select TACTICS from the Game menu.
 2. Select WEAPONS.
 3. The Weapons Inventory screen appears. Directional button \leftrightarrow to make your weapon selection.
 4. Press **●** to return to the Game menu.
- ◆ The weapon you have equipped appears in the lower right hand corner as you cycle through available weapons.

EQUIPMENT

To select equipment:

1. Select TACTICS from the Game menu.
2. Select EQUIPMENT.
3. Press **✕** to confirm your selection.
4. The Equipment screen appears.

To use, assign, or discard an item:

1. D-Button \leftrightarrow to make your selection.
 2. Press **✕** to display the three options: USE, ASSIGN, and CANCEL.
 3. Press **●** to cancel and return to the Game menu.
- ◆ Press **▲** to discard the item.
 - ◆ The items that are equipped are indicated by an E mark. Selecting an E-marked item allows you to put it away. (You cannot put away weapons this way).

ASSIGN

You can hand over items to another squad member by selecting this option.

Select a squad member by name and press **X**. If you have several of the same items, use the directional button to specify the number of units you want to hand over. You can also assign amounts of ammo to your squad members. Directional button **↑** to assign ammo in sections of 10 units. directional button **↔** to assign ammo in sections of 1 unit each. directional button to adjust to your modifications.

CANCEL

You can cancel the current procedure by selecting this option or by pressing **●**.

OPTIONS

Here you can change the game settings.

For details, **▶** *Options* on page 8.


QUIT

End your *X Squad* experience and go to the Main menu.

MISSION COMPLETE

Each mission has a final boss. You must defeat this boss in order to advance to the next mission.

When you complete a mission, a list of your statistics is displayed. The meaning of each record is explained below.



| | | |
|-----------------------------|-----------------------------|----------|
| Time Required | TIME REQUIRED | 00:09:51 |
| Conquest Rate | CONQUEST RATE | 87%x1P |
| Accuracy | ACCURACY | 52%x1P |
| Combat Bonus | COMBAT BONUS | 400P |
| Bonus Points | BONUS POINTS | 100P |
| Total Mission Points Gained | TOTAL MISSION POINTS GAINED | 639P |

START BUTTON TO EXIT

◆ After looking over your statistics, you can go to the next mission by pressing **START**.

TIME REQUIRED

Indicates the time you have taken to complete the mission. The faster you are in and out, the less chance a sniper will get you. On the double!

CONQUEST RATE

The percentage of damage you unleashed on the enemy is displayed with the number of fallen enemies in relation to the total number of enemies.

ACCURACY

How accurate are you? Does it take 1 shots or 30 to bring down an enemy guard? Find out your shooting accuracy here.

COMBAT BONUS

You can rack up mission points based on your shooting accuracy and enemy damage percentage. You can then acquire new items. The better your performance, the more mission points you get. For details, ► *Preparation for the next battle* on page 15.

BONUS POINTS

This lets you know how many mission points you earned by completing a mission. A certain number of mission points are rewarded based on your performance during the mission.

TOTAL MISSION POINTS GAINED

Indicates the total number of mission points you have earned after completing a mission.

If you beat the game, you are awarded a rank based on the amount of points you have. The ranking system works as follows:

| | | |
|-------|---|------------|
| 1000 | — | PRIVATE |
| 2000 | — | SEARGENT |
| 3000 | — | LIEUTENANT |
| 5000 | — | CAPTAIN |
| 10000 | — | MAJOR |
| 15000 | — | COLONEL |
| 20000 | — | MASTER |

PREPARATION FOR THE NEXT BATTLE

Once you complete the first mission, the Preparation for the Next Battle screen appears each time you start another mission. Here you can make necessary preparations for the upcoming battle, from acquiring new items to saving the game history.

ACQUIRE

You can buy new weapons/equipment or sell unnecessary items for you and your squad. You must have enough mission points before you can buy items.

ACQUIRING WEAPONS

To buy a new weapon:

1. Select ACQUIRE from the Prepare menu.
2. Select WEAPONS.

3. Press **L1/R1** to switch squad members.
4. Directional button \leftrightarrow to cycle through the available weapons.
5. Directional button \updownarrow to scroll weapon descriptions.
6. Press **X** to confirm your selection.

ACQUIRING ITEMS

To select the item you want to buy:

1. Select ACQUIRE from the Prepare menu.
 2. Select EQUIPMENT.
 3. D-Button \leftrightarrow to cycle through the equipment available to your squad members.
 4. Press **X** to confirm your selection.
- For an item that allows you to have several units, you can specify the number of units you want up to 99 of each with the D-Button. Certain items have limits to the number of units purchased at a time.
 - During gameplay, weapons may be found on the ground, or an item may appear when you have defeated an enemy. Pick up any item you find and use them or discard them in the Preparation For the Next Battle screen to earn more mission points.
 - Pay attention to each item's weight. You will not be able to pick up or buy new weapons or equipment until you discard items if you reach your weight limit.

DISCARD

To discard equipment:

1. Select ACQUIRE from the Prepare menu.
 2. Select DISCARD.
 3. The Discard Inventory screen appears.
- Points are given for taking this action. The load weight decreases when you discard equipment.

PROFILE

To view a Squad member's profile:

1. Select ACQUIRE from the Prepare menu.
2. Select PROFILE.
3. The Profile screen appears.
4. View your squad members profiles and learn what makes them tick.
5. Press **L1/R1** to switch between squad members.

ACTIONS AND STRATEGIES

Here's a little more detail on some of the basic moves to get you through the *Squad* experience. Master these and your team just might get through in one piece.

NOTE: These commands are based on Controller Configuration 1.

Disabled Squad members

Your squad members may lose their physical strength in fighting to such an extent that they are immobilized. As their health meter decreases, their names, as shown in the upper right corner of the screen, turn red, and then gray (disabled). You must access the Game Menu (► page 12), by pressing **SELECT** in the middle of the game, and assign health restoring items to disabled squad members before they can get back into the fight.

WEAPONS AND ITEMS

Here is a complete list of the weapons and items available in *X Squad*, every piece of metal you need to seriously adjust the attitude of the enemy.

WEAPONS

MICHAELS 45 (AMMUNITION: .45 CAL.)

This gun is essential to any operative. It is light, efficient and reliable. Although not the most powerful weapon in your arsenal, the .45 caliber bullets used by the Michaels 45 are coated with Kevlar and are able to penetrate body armor at close range. Throughout your mission you have an unlimited supply of Michaels 45 ammunition.

MICHAELS 9MMS (AMMUNITION: 9MMS)

Equipped with a silencer, the Michaels 9mmS is the ideal weapon for stealth attacks. Its sub-sonic ammunition is designed to be silent and deadly.

TAYLOR M82 (AMMUNITION: M82)

The Taylor M82 is a fine gun in its own right. It is far more powerful than other guns in its size and weight category. The M82 delivers a burst of three bullets at one time, increasing its man-stopping capabilities. Its high velocity ammunition is capable of piercing most types of bulletproofing. This firearm is best suited for skirmishes at close range.

GMS 10MMSA (AMMUNITION: 10MMSA)

The GMS 10mmSa is the predominant machine gun of the 21st Century. It is a highly effective weapon in the field and urban combat situations. It is neither the most powerful nor most accurate weapon in your arsenal, but it is most effective in helping you out of a jam.

DUTCH .308 (AMMUNITION: .308 CAL.)

The Dutch .308 is a multi-barrel machine gun, which uses an electric motor to rotate the weapon chamber. Its weak point is that it takes a few seconds to get the rotation speed up to firing velocity, but once it starts firing, few can survive long in its path. It uses a .308 jacketless bullet, which is highly effective against armor.

AR-556 ASSAULT RIFLE (AMMUNITION: 5.56 MM)

The AR-556 is the standard issue assault rifle for most combat operatives. The large ammunition clip holds 100 5.56 mm rounds, which is enough firepower to take down a squad of enemy soldiers. Upon impact, the AR-556 ammunition shells explode in a burst of flames. The AR-556 is best used when facing numerous enemies.

HP-22 SNIPER RIFLE (AMMUNITION: .22 LONG)

The HP-22 is a common sniper rifle used by many military organizations. Equipped with a Magna-lock scope and silencer system, the HP-22 is capable of quietly neutralizing enemies from afar. Because of its low capacity clip (6 shots), it is recommended that you plan your shots well.

HD-460 SNIPER RIFLE

(AMMUNITION: .460 MAGNUM)

The HD-460 is a powerful sniper rifle designed to take out enemy foot soldiers in a single shot. In addition to a mercury leveling system, its lack of a spring recoil mechanism provides for an incredibly accurate shot.

BR-11 SNIPER RIFLE

(AMMUNITION: LASER SNIPER CHARGE)

Still a prototype, the BR-11 is being tested by *X Squad* in the field. The BR-11's 900 Gigawatt laser is capable of penetrating all body armor. Because it is not yet in commercial production, the BR-11 is expensive and its ammunition is scarce.

WESTCHESTER RIOT GUN (AMMUNITION: RIOT GUN)

The Westchester Riot Gun is a standard military-issued combat shotgun used for close-range combat. The ammunition is composed of 18 pellets that disperse widely over a short range. The Westchester Riot packs enough power to knock down a lightly armored enemy soldier.

BURGESS DB90 SHOTGUN

(AMMUNITION: 10 GAUGE)

The Burgess DB90 shotgun is the first mass-produced "Sawed-Off" shotgun to hit the global market. It is an extremely effective firearm and is best used when fired at close range to clear a room full of undesirables.

PV-9 MONGOOSE SHOTGUN

(AMMUNITION: PV-9 SHELLS)

The PV-9 Mongoose is the "Big Daddy" of all shotguns. Similar in design and function to the Westchester Riot Gun, the PV-9 carries more shells and is effective at greater distances.

THOMPSON RFG (AMMUNITION: RFG ROCKET)

The Thompson RFG is the most common Rocket Launcher used in combat today. It is not the most accurate of weapons available to you, but it is a reliable tool when facing vehicular opposition. The Thompson RFG is most effective when fired at medium distances.

MATTHEWS MM22 (AMMUNITION: MM22 MISSILE)

The Matthews MM22 is a remarkable improvement over the more common RPG. It is more powerful and more accurate than its smaller cousin. This weapon is not to be discharged recklessly as its blast radius can easily take out many soldiers. Its projectile missiles directly target what's in its sites. Because the sheer size of its ammo, reloading the MM22 is time consuming.

M-37 GRENADE LAUNCHER

(AMMUNITION: M-37 GRENADE)

The M-37 is properly fired at an approximately thirty-degree arc. This weapon is best used to reach enemies hiding behind barricades and/or walls. The grenades themselves are standard-issue 40mm grenades, thus a delayed explosion should be expected unless a direct hit is achieved.

SPECTRA FLAMETHROWER

(AMMUNITION: FUEL CANISTER)

The Spectra Flamethrower is a powerful short-range weapon. It quickly burns through ammunition and it is not particularly effective against armored opponents. The Flamethrower is most effective when its spray is directed at small groups of enemy soldiers and automated sentry guns.

AURORA ION CANNON

(AMMUNITION: ION CARTRIDGE)

Developed by famed Japanese Physicist Kuro Akahori, the Aurora Ion Cannon generates a concentrated stream of artificial lightning by using electromagnets

to accelerate energy particles to the speed of light. Because it discharges electricity, the Ion cannon's discharge behaves in an erratic fashion.

ITEMS

HR-MD3

Produces a low-grade energy field that protects the user from physical damage.

MOTION SENSOR DD1

The Motion sensor reveals the physical location of enemy soldiers in the visible area. A faint triangle appears above enemy soldiers to reveal their positions.

MED KIT

The tablets are ingested and provide immediate healing of wounds and rejuvenation of stamina.

MF-DIC

Produces a medium-grade energy field that protects the user from physical damage.

ADAM 01B

The Heat sensor is able to provide greater detail to the physical location of the enemy soldiers. A green triangle appears above enemy soldiers to reveal their positions.

E-PACK

Energy pack for force shield.

AD-HRE-PACK

Produces a high-grade energy field that protects the user from physical damage.

SIRIUS P

The Kinetic sensor is able to detect the hostile readiness of enemy soldiers. The light turns green above the enemy soldier indicating he's unprepared to return fire. When it turns red, the enemy soldier is ready to engage in combat.

E-PACK TYPE G

Energy pack for force shield. For use with Level 2 and Level 3 force shields.

X SQUAD CHARACTER BIOS

Check out what kind of person it takes to be a member of *X Squad*.

ASH



Name: Connors, John G. (Ash)



Age: 26
Origin: Butte, MT
Height: 6' 2"
Weight: 180 lbs
X Squad: Team leader
Status: Active

The consummate soldier, Ash graduated from West Point at the top of his class. When he is on assignment, Ash has zero tolerance for anything remotely unrelated to the job at hand. Having placed in the top of his class in both marksmanship and urban combat simulation, Ash is a formidable soldier. During his final year at West Point, Ash was aggressively recruited by Col. James Clifford to join his special ops unit. Ash joined Clifford's team for the experience and prestige.

Under Col. Clifford, Ash earned a reputation for being hyper-focused and merciless in combat. Col. Clifford became Ash's mentor, father-figure, and friend. After a highly-successful stint in Clifford's regime, Ash felt the need to break away from his mentor's shadow and make his own mark in the world. Ash left the group and formed *X Squad*.

MAYA



Name: Estevez, Maya
Age: 24
Origin: Los Angeles, CA
Height: 5' 5"



Weight: 115 lbs

X Squad: Intelligence Gathering, Computer Scientist

Status: Active

Loyal, tireless, and brave. Maya is a typical overachiever from an atypical background. Having grown up in the neighborhood of East L.A., Maya had to work even harder than her teammates to rise to the top.

Maya excelled early in both athletics and mathematics. In college she was ROTC champion in archery, fencing, and marksmanship. By her Junior year, she had already designed and built three computers and a guidance system, which she donated to the military (at the suggestion of her C.O.).

After college Maya enrolled in the Marines. During her four-year stint in the Marines, Maya earned the most combat decorations of any woman to have ever served in the Corps. She created the TAS hardware that has helped intelligence gathering in remote areas.

JUDD



Name: Johnson, Judd

Age: 28

Origin: Atlanta, GA

Height: 6' 8"

Weight: 260 lbs
X Squad: Reconnaissance, Heavy Firearms
Status: Active

Judd Johnson graduated from Penn State University where he was an all-American linebacker. Judd astonished everybody when he announced that he wasn't going to pursue a career in the Pros but would instead join the Navy.

Judd started his military career in the Navy as a cook. His ability to handle big guns and suspect vessels in the shipping lanes soon earned him a reputation among his peers. During an evening on shore break in Tijuana, a buddy bet Judd a dollar that he could not make the Navy SEALs. An uninhibited Judd accepted. Judd's Navy buddy was a dollar poorer as Judd finished SEAL training at the top of his class.

Judd's real talent is in reconnaissance. He has an almost instinctive ability to both locate and survey targets. Not a negotiator, his way is to take things head on.

MELINDA



Name: Swanson, Melinda
Age: 26
Origin: Los Angeles, CA
Height: 5' 8"

Weight: 125 lbs
X Squad: Surveillance, Marksmanship
Status: Active

Melinda makes her own rules and lives by them. She was born into a wealthy family but did not accept the status quo. She refused to let her parents pay for her education and put herself through school by working as many as three side-jobs at a time.

After college, Melinda had a tour of duty in Tibet with the Peace Corps. While in Tibet, Melinda studied Gong fu (Chinese Boxing) under an elderly Shao Lin monk. She attributes her ability to concentrate on her target when she has a sniper rifle in hand to her pious teacher.

Nimble and strong, Melinda left the corps after she witnessed the genocide of an entire village. Paralyzed by fear, she was unable to prevent this travesty.

Vowing to prevent violent incidents like the one she witnessed, Melinda joined the CIA to hone her insurgency skills. Four years later, she was their top female operative. No longer content with doing other people's dirty work, Melinda exited the Agency to join *X Squad*.

COLONEL JAMES CLIFFORD



Name: Clifford, James
Age: 42
Origin: Lansing, MI
Height: 6' 2"
Weight: 190 lbs

Commanding, decisive, and self-righteous, Colonel James Clifford built a long and spectacular military career around orchestrating small-scale surgical military strikes. A life-long soldier, Clifford's commitment to improving his troops is intense. He has an explosive temper and little tolerance for incompetence.

Impressed by a young West Point graduate's brashness and ability to perform under pressure, Clifford took Ash under his wing. Although they no longer maintain a student-teacher relationship, Ash and Clifford view each other with a sense of mutual respect.

DR. BIANCA NOBLE



Name: Noble, Bianca
Age: 31
Origin: Hampshire, UK
Height: 5' 7"
Weight: 120 lbs

A renowned computer scientist, Dr. Noble accepted contract work at this remote research facility. She disappeared from the public eye soon thereafter. Dr. Noble can be introverted and consumed by work.

As a young scientist, Dr. Noble was obsessed with work. She pursued science for the sake of knowledge until her ground-breaking research got her in trouble with the government and military. Because of the government censorship, she now has to work for the military. The military pays well, but she longs for free research once again. However, she is wary of expressing her wishes to the top Brass. She knows too much to ever do free research again.

SAVING AND LOADING

Save or load a game.

NOTE: Never insert or remove a MEMORY CARD (PS2) when loading or saving files.

To save a file:

1. From the Prepare menu, select SAVE to advance to the Save Game screen.
2. Highlight a save slot and press **X** to SAVE NEW or OVERWRITE.

NOTE: You need to select a saved game file and press **X** a second time when using OVERWRITE.

NOTE: *X Squad* only supports MEMORY CARD Slot 1.

To load a file:

1. From the Main menu, select LOAD GAME to advance to the Save/Load Game screen.

2. Choose your saved game file to load and press **✕**.

NOTE: Never insert or remove a MEMORY CARD (PS2) when loading or saving files.

NOTE: *X Squad* only supports MEMORY CARD Slot 1.

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This title is built with CodeWarrior for PlayStation2

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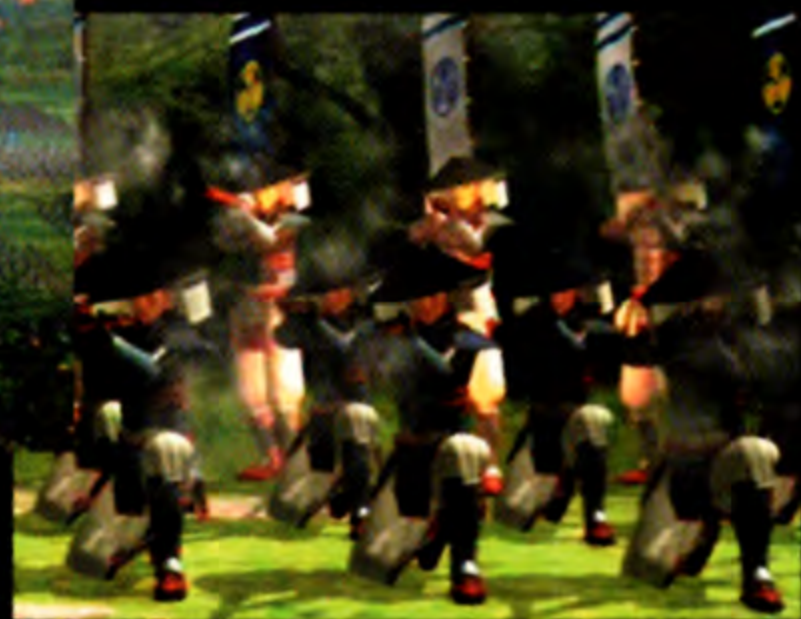
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