XBOX 360

XBOX LIVE

HOUR OF VICTORY

INSTRUCTION MANUAL

MIDWAY

⚠ WARNING

Before playing this game, read the Xbox 360™ Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit farther from the television screen.

- Use a smaller television screen.

- Play in a well-lit room.

- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing
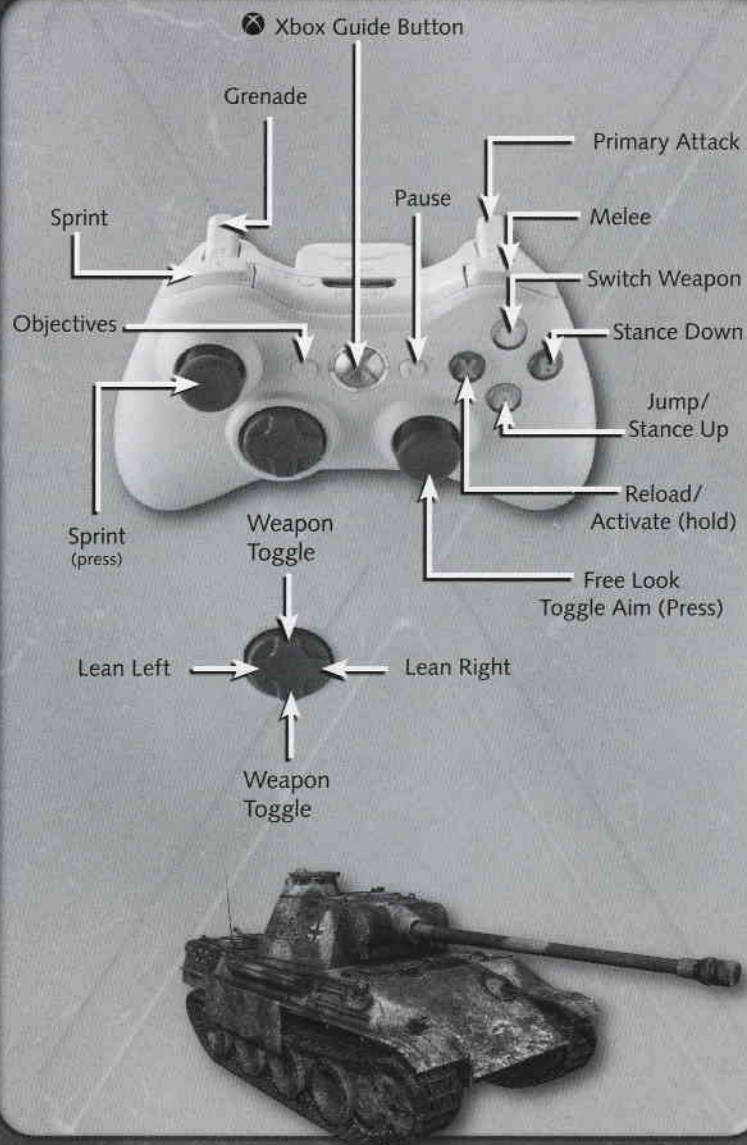
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Default Controls

Xbox Guide Button

Grenade

Sprint

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Primary Attack

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Objectives

Stance Down

Jump/
Stance Up

Sprint
(press)

Weapon
Toggle

Reload/
Activate (hold)

Free Look
Toggle Aim (Press)

Lean Left

Lean Right

Weapon
Toggle

Hour of Victory

The Story

The Allies have discovered that the Germans are attempting to develop an atomic weapon. This could tip the balance of the war in the favour of the Germans. The game follows a small team of elite soldiers as they seek out information regarding the Germans secret weapon program, and fight to bring it to an end before they can unleash this ultimate weapon.

Ambrose Taggert – Covert Op

Play Style

Taggert's style is centered on his stealth abilities. He can move silently and hide in special areas around the map. This allows him to sneak past enemies and take them by surprise.

Default Weapons

- Sten Mk2

- Dagger

- Grenades

Skills

Lockpicking
Stealth
Silent Killing
Cutting Through Wire Fences

Biography

Major Taggert is smart, confident, and self-reliant. Having spent sufficient time in competitive sports, he instinctively has the ability to bind a team together and achieve difficult tasks. The loss of his older brother at Pearl Harbor has instilled in him a burning sense of vengeance that can only be fed through destruction. His native intelligence and thorough education lead him to recognize that a solid plan is absolutely crucial, but he must constantly fight his impulse to jump in with guns blazing.

He speaks directly and means what he says. His voice has a distinctive, determined tone that reflects his seriousness and resolution.

William Ross - Commando

Play Style

Ross' style is run and gun; shoot first and ask questions later. He's stronger and tougher than the other characters and can last longer in a fire fight. This allows him to charge the enemy head on.

Default Weapons

- M1A1 (United States Submachine Gun, Cal. .45, M1A1)

- Webley (Pistol)

- Grenades

Skills

Lifting Heavy Objects
Toughness

Biography

Ross is an "old school" gentleman who shares the belief of Winston Churchill who once said, "Just because you must kill a man, you don't have to be impolite." Confident, unexcitable and a bit cynical, Lt. Ross is famous for cracking understated ironies. His ability to overcome obstacles has made him an improviser who isn't very easily deterred.

He enjoys a challenge, whether moving cumbersome objects, or taking on an impossible mission. His vocabulary and speech are sophisticated, with a slight Scottish accent. A Scotsman by birth, Ross is the British SAS (Special Air Service) liaison officer to Major Taggert's OSS platoon. He leads one of its three squads and is the oldest man in the platoon.

Calvin "Bull" Blackbull – Ranger/Sniper

Play Style

Bull's style is based on moving into position to bring his sniper rifle to bear on the enemy. Bull can scale tall objects and jump long distances so that he can get a superior vantage point on the enemy and take them down with an expertly placed sniper shot.

Default Weapons

- Springfield Sniper Rifle

- M1911A1 Colt

Skills

Scaling
Sniping
Jumping

Biography

Sgt. Blackbull is as tough as his leathery skin. He can trot for two days without a break. This was what first impressed Taggert. He simply never looked winded after a Jump School five mile run. His Sioux Indian lineage is the main influence on his fighting style.

Blackbull is quiet and friendly, but fiercely determined. He sees combat as a grand hunt, and he lives for that hunt. He finds special satisfaction in outwitting his German foes, using his skills. He pays close attention to tracks, wind, scents and other clues overlooked by most.

Campaign

New Campaign

Start a new Campaign. Once selected, you'll choose an **Recruit, Grunt or Veteran** Difficulty setting.

Continue Campaign

If you've previously played a campaign, select this option to continue where you left off. Although you may have played the game using a particular Difficulty setting, you can still choose from the available difficulty settings: **Recruit, Grunt or Veteran**. The **Veteran** setting is available after you've completed the Campaign.

Load Mission

Replay a previously played Mission.

Multiplayer

This option lets you connect to Xbox LIVE® to play a multiplayer game (see **Xbox LIVE**, pg. 15).

Achievements

As you progress through the game, you can return to this option and watch your list of Achievements grow.

Options

See **Options**, next page.

Extras

Credits

View the names of those who worked long hours to bring you **Hour of Victory**.

Options

Game Settings
Controller Setup

Auto Aim
Turn the game's Auto Aim feature On or Off.

Vibration
Turn the controller's vibration feature On or Off.

Crosshair
Adjust the size of your aiming Crosshair.

Invert Y Axis
This option will Invert your Up and Down view. Pressing Up on the Stick will make you look down, and vice versa.

Sensitivity
Adjust the speed in which your eyes span the environment. On a high setting, your view will quickly move from side to side. Lower this setting if you'd like a little more time to see what's around you.

Subtitles
Turn Subtitles On or Off.

Audio/Video
Adjust the **Brightness (Gamma)** of the game, or adjust the game's **SFX** (Sound Effects), **Music** or **Voice** volume levels.

Storage Location
Choose where to store your save data.

The HUD

Compass/Radar

Weapons

Compass/Radar
This display will help you find your way through your mission. A gold star indicates the location(s) of your objective(s). Green dots are allies and yellow/orange/red dots (unalert/searching/combat) are enemies.

Weapons
Your available Weapons are displayed here. Numbers to the left of the weapons indicates your remaining grenades, clips and ammo.
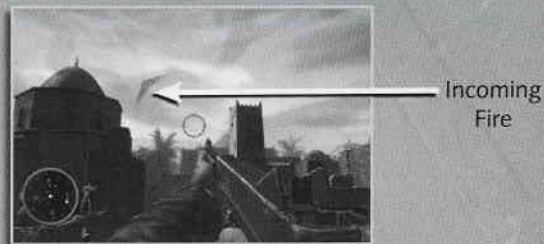
Health
As you take on damage, red haze will start to fill the screen. Avoid the fire and get somewhere safe for several seconds to heal. When the haze disappears from the screen, you're good to go. Remember, you must stay still to heal.
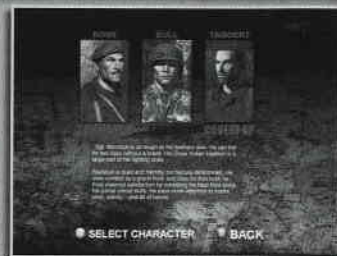

Incoming Fire
Red arrows flash on-screen to indicate the direction of incoming fire. The arrows indicate that you've been hit.

Incoming Fire

Switching Characters
At mission checkpoints and after you've been killed, the option to switch characters will be displayed. Select the character you want, then press the Ⓐ button to make your choice.

Picking Up Weapons
This message appears when you encounter an available weapon. Hold the Ⓧ button to drop your active weapon and pick it up.

Lock Picking
Approach a locked door (as Taggert) that displays this message, and press the Ⓧ button to pick the lock.

Stealth
There are certain areas (void of enemies) that will allow Taggert to go Stealth. In these areas, your character image next to the radar will turn clear and then turn black after a short period of time. If an enemy enters the room, and you can continue to avoid detection, you can then sneak up and attempt a Stealth Kill.

Pushing Objects
As you approach a moveable object (as Ross), this message will appear. Press the Ⓧ button, then move forward.

Climbing Ropes
Approach a dangling rope (as Bull) and press the Ⓧ button to climb.

Clipping Fences
As Taggert, you can use cutters to cut your way through fenced off areas.

Allies: American

Weapon	Class
* 50 Caliber	Turret
M1918A2	Automatic Rifle M1918A2
Bazooka	Rocket Launcher
M1911A1	Automatic Pistol, Caliber .45, M1911A1
M1	Rifle
MK2 "Pineapple" Grenade	Grenade
M1903	Sniper
M1A1	United States Submachine Gun, Cal. .45, M1A1
M1917	Shotgun

* Single Player Only

Allies: British

Weapon	Class
* MK2	Heavy Machine Gun
* MK25	Machine Gun
* Webley	Pistol

Allies: Russian

Weapon	Class
* Mosin	Rifle
* PPSH	Machine Gun
* RGD33 Grenade	Grenade
* TT33	Pistol

* Single Player Only

Axis: German

Weapon	Class
Kar98	Rifle
M24 "Potato Masher" Grenade	Grenade
* MG42 Turret	Turret
MP40	Machine Gun
MP44	Heavy Machine Gun
Panzerschrek	Rocket Launcher
Walther P38	Pistol

* Single Player Only

Xbox Live

Play anyone and everyone, anytime, anywhere on Xbox LIVE. Build your profile (your gamer card). Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Connecting

Before you can use Xbox Live, connect your Xbox 360 to a high-speed Internet connection and sign up to become an Xbox Live member. For more information about connecting, and to determine whether Xbox Live is available in your region, go to www.xbox.com/live.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

Network Problems

If when attempting to host or join an Xbox Live match you receive a connection error, it is often caused by a home router or firewall. You can try the following to alleviate this problem:

1. In your router/firewall settings enable port triggering on port 3074 for both TCP/IP and UDP.
2. In your router/firewall settings setup port forwarding to forward port 3074 (both TCP/IP and UDP) to the IP of your Xbox. This works best if your Xbox has a static IP address.

If you continue to have problems please contact your router/firewall manufacturer or your internet service provider for assistance.

Xbox Live

Take Hour of Victory Beyond the Box

Xbox Live is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friend's 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 play **Hour of Victory** on Xbox Live, you need to connect your Xbox 360 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 and select your country.

Signing In

To access Xbox Live, sign in with a Live-enabled gamer profile, and select Xbox Live from the Main Menu.

Xbox Live Ranked Match

This type of match will allow you to **Join** or **Host** a match against players throughout the Xbox Live network. Your game stats and results will count toward **Hour of Victory** rankings on Xbox Live.

Xbox Live Player Match

A **Player Match** is just like a **Ranked Match**, but your stats and results will not count toward **Hour of Victory** rankings.

System Link

This option lets you play a match using a Local Area Network (LAN).

Leaderboards

Take a look at the **Hour of Victory** leaders to see where you stand. This is a list of your stats, as well as the people around you. Press the D-pad ← or → to cycle the leaderboard categories. Highlight a category, and press the Ⓐ button to sort.

Join

Each Multiplayer option includes an option to Join a hosted game. Once you know the a Host has set up a game, select this option to view and select the game. **Player Names**, the **Number of Players** and the **Game Type** will be displayed.

Host
Use this option to initiate a match. All matches are broken into teams: **Allies** and **Axis**. Once you choose to Host a game, you'll need press the D-pad ← or → to select one of the three game types.

Game Type

Team Deathmatch
Two teams go at it for a set time or set amount of Kills until the winner is determined.

Capture the Flag
This is the classic version of **Capture the Flag**. Each team must protect their flag while tracking down the enemy's flag. You must bring back your enemy's flag back to your flag's location a set amount times to win the match.

If a soldier goes down while carrying the flag, the flag will remain in that spot for 30 seconds before returning to it's original position. To score a capture, your flag must be in place when you bring the enemies flag to your flags location.

Devastation
A bomb is planted somewhere in the level. Each team must find the bomb, and then destroy three targets one at a time. The first team to destroy all three targets wins.

Map Name
Choose the map you'd like to use for your game.

Win Condition
Each multiplayer game has different Win Conditions. In **Deathmatch**, choose the amount of Kills required to win. In **Capture the Flag**, choose the amount of Flags. For **Devastation**, choose the amount of Targets required.

Match Duration
Choose from preset match durations between 5 and 30 minutes.

Friendly Fire
Turn this On or Off.

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Russian Actors
Roman Latypov
Jury Krutsenko
Rustam Abdrakitov
Neil McCaul
Igor Outkin
Kim Romer
Boris Boskovic
Christopher Fairbank

English Actors
Michael N. Harbour
Jon Eastman
Adam Sopp
Danny McCall
Miles Richardson
Harry Peacock
Nigel Pilkington
Dan Roberts

German Actors
Rudiger Schulzki
Frank Felicetti
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Notes

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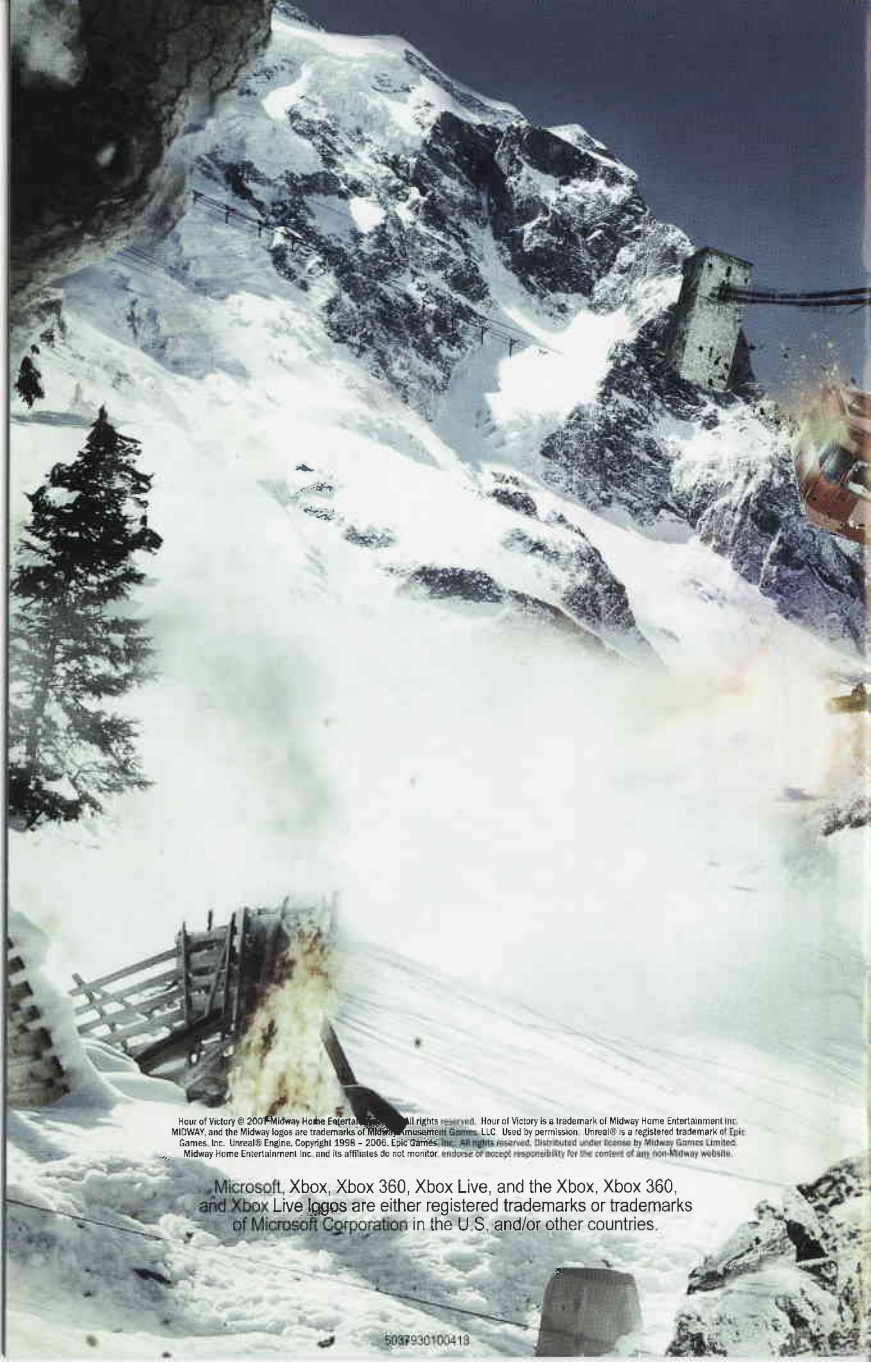
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