This publication is dedicated to the memory of the victims of the Favela Massacre of June 9th, 2028, who gave their lives in the service of their fellow man and metahuman.

These brave RNA Global employees showed inspiring selflessness by volunteering their off-duty time to help distribute RNA-purchased food supplies to refugees. Unarmed, these courageous heroes were ambushed and brutally murdered by the violent rebel group "The Lineage," who killed numerous innocent civilians in the vicious attack. The terrible sacrifice of our fallen coworkers will live on in perpetuity as a reminder of the righteousness of RNA Global's mission.

- Kamil Amireh
- Alexey Orekhov
- Pedro Ruivo
- Yuhong Li
- Randy Byrne

"A free market isn't free"

Word on the street is, these poor bastards were embezzling. RNA got wise, sent them to Favela unarmed, wasted them and half the neighborhood and pinned it all on us. Some corporate PR flack got a ski lodge and a jet for this one.

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Games for Windows® LIVE

SHADOWRUN

RNA Security Division

EMPLOYEE HANDBOOK

MATURE 17+
M
CONTENT RATED BY ESRB

⚠ Important Health Warning About Playing Video Games

Photosensitive Seizures

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

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

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

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

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Securing a Better World

RNA Security Division

Welcome to RNA Global

RNA Global is one of the largest and most well-respected corporations on earth. Our history is one of innovation, effective risk management, and profit. In recent decades, unparalleled changes have swept the planet, radically altering everything from physiology to social trends to market conditions. Despite all that has changed, one thing remains constant: RNA continues to overcome adversity, and with each new challenge, emerges stronger than before.

Life in Santos

You have joined RNA at an exciting time. According to current research, our primitive ancestors clumsily experimented with magic thousands of years ago, resulting in the near-annihilation of the human species and the disappearance of magic for millennia. Today, armed with modern scientific knowledge and advanced technology, RNA is optimally positioned to quantify, control, and capitalize on the power of magic as it returns to the world. Your assignment to Santos, Brazil, one of the epicenters of magic's re-emergence, provides you with a unique opportunity to reap the rewards of our success in this exciting new field.

The mission of corporate security is a highly specialized one, and its successful execution is critical to the continued prosperity of this corporation. There exist elements in Santos who do not appreciate RNA's purpose here, including the lawless guerillas The Lineage. Remember, without security there can be no peace, and without peace there can be no profit.

In the last Cycle of Magic, men far greater than the mercenaries who wrote this propaganda thought they could "quantify and control magic" too. Their world is long gone. If RNA controls Santos, how long will ours survive?

Games for Windows – LIVE

Games for Windows – LIVE and Xbox LIVE® are part of the first and most comprehensive online entertainment network in the world, uniting gamers on Xbox 360™ and select Games for Windows – LIVE titles. The LIVE service connects millions of gamers in 25 countries, making it easy for gamers to find friends, games, and entertainment on either platform. When you become a member of LIVE, you can see your Friends' games and activities, communicate with other members, and track gaming achievements. Become a Gold member to receive additional benefits, such as sending and receiving invitations to multiplayer games. For more information about LIVE, go to www.gamesforwindows.com/live. For support for LIVE issues, go to www.gamesforwindows.com/support.

Connecting to LIVE

To connect to LIVE, you need a high-speed Internet connection and a gamertag. If you already have a gamertag from an Xbox LIVE account, you have what you need to connect to LIVE. If you don't have one, you can get one for free.

Creating a New Gamertag

1. To launch the game, click **Start**, point to **All Programs**, then **Games**, then **Games Explorer**, and then click *Shadowrun*™.
2. Open the Guide by pressing the **HOME** key.
3. Click **Create New Profile**.
4. If you want to play games online, click **Enable LIVE**. This minimizes the game and accesses the LIVE account creation site.
5. Enter a Windows Live ID e-mail address and password, and make note of them for reference.
6. Return to *Shadowrun* and sign in with the information from Step 5.

Games for Windows - LIVE continued...

Using an Existing Gamertag

To use an existing gamertag from an Xbox LIVE account

1. Click **Start**, point to **All Programs**, then **Games**, then **Games Explorer**, and then click *Shadowrun*.
2. Open the Guide by pressing the **HOME** key.
3. Click **Sign In**, then **Sign In With Another Account**.
4. Enter the Windows Live ID e-mail address and password for your gamertag. To find your Windows Live ID e-mail address on your Xbox 360 console, go to the **Xbox Dashboard** and select your **Gamer Profile**, then select **Account Management**.

After you have signed in, you can access your messages, Friends list, the players list, and private chat, and change personal settings. Click your **Gamer Profile** to view your online rep, manage your account, upgrade your membership, set automatic sign-in, and view achievements.

Gold, Silver, and Local Profiles

There are three types of profiles available. Gold and Silver profiles are Windows LIVE-enabled, whereas local profiles are not.

Gold

A Gold profile lets you experience everything Shadowrun has to offer, including private and public matches over LIVE, as well as voice chat and parties. You can also add players to your Friends list, see when Friends are online, invite them to games, or join them in games.

Silver

A Silver profile allows private matches via System Link or over a local connection. You can also join public matches on dedicated servers that are not designated Gold-only. Silver profiles do not have access to LIVE public or private matchmaking, or to parties. You can see Friends online, but you cannot invite them to games or use the Guide to join them in games.

Local

With a local profile, you can play private matches via System Link or over a local connection. Local profiles do not have access to any LIVE matches, dedicated server games, party, Friends list, or voice chat.

All profiles have access to training and solo matches. You can upgrade to a Silver or Gold LIVE-enabled account at any time by clicking your **Gamer Profile** in the Guide, and clicking **Upgrade Your Membership**.

Voice Chat

You can use any headset or microphone that is compatible with Windows Vista™ to taunt opponents or coordinate with teammates during games.

Note You will need to set up the device in Windows Vista first. For more information, refer to the instructions that came with your device.

To configure your device in LIVE

1. Launch *Shadowrun* and open the Guide by pressing the **HOME** key.
2. Sign in with your profile, click **Personal Settings**, and then click **Voice**. There are two settings: **Voice Playback Device** and **Voice Recording Device**.
3. Click **Voice Recording Device** to display a list of devices that Windows Vista recognizes, and select your microphone.

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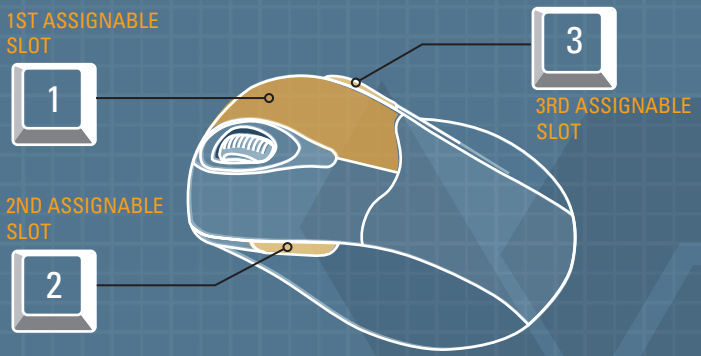
Controls

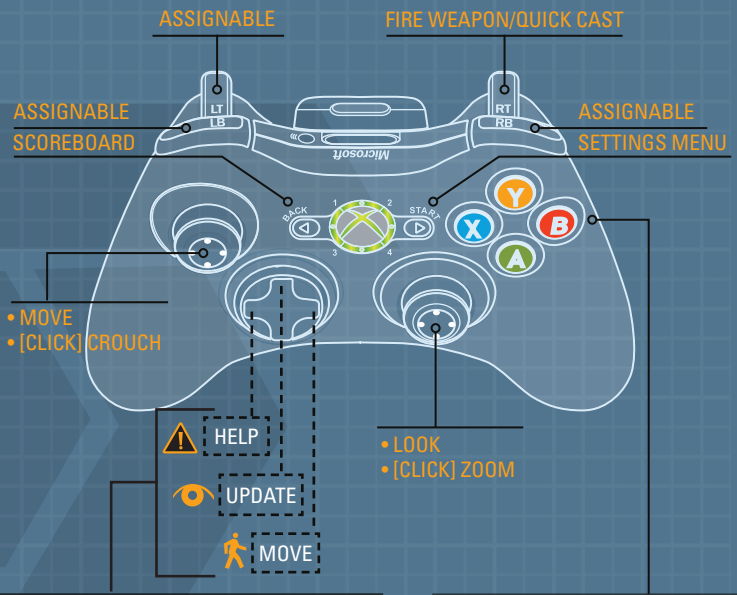


ACTION	KEYBOARD	MOUSE
MOVE	W, A, S, D	
JUMP	SPACE	
CROUCH	LEFT CTRL OR C	
FIRE WEAPONS/QUICK CAST		LEFT MOUSE CLICK
RELOAD WEAPON	R	
PICK UP WEAPON	E	
SWITCH WEAPON	Q	MOUSE WHEEL UP
DROP WEAPON	G OR Y	
ZOOM	Z	CLICK WHEEL
BUY MENU	B	
ASSIGNMENT MENU	F	
CYCLE CAMERA WHEN DEAD	SPACE BAR	LEFT MOUSE CLICK

SITUATIONAL AWARENESS

HELP	Z	
UPDATE	X	
MOVE	C	

You can play Shadowrun using either a mouse and keyboard, or an Xbox 360 controller. When you plug in a controller, the game automatically sets it as the default input device.



SITUATIONAL AWARENESS		
	HELP	• Call for backup
	UPDATE	• Report threats/ "Clear" if none • Call for Resurrect when dead
	MOVE	• Order move to targeted location

Y	• SWITCH WEAPON • [HOLD] DROP WEAPON
B	• [HOLD] RADIAL MENU
X	• RELOAD • [HOLD] PICK UP OBJECT
A	• JUMP

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Heads-Up Display (HUD)

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Training

At RNA Global, we believe strongly in the application of rigorous modeling and simulation to match the combat environment. These hyperrealistic training simulations provide instruction in several topics, including:

- Weapons and Tech. Learn to operate the armaments RNA utilizes in its security and conflict-resolution operations.
- Magic. The re-emergence of magic has awakened in all races a mystical energy called Essence, which can be harnessed to unleash astonishing abilities.
- Racial Awareness Combat Education (RACE). Whether you are human or metahuman, you will learn the relative strengths and weaknesses of the different races that populate the modern battlespace: humans, elves, trolls, and dwarves. These exercises provide invaluable insights that you can leverage when you deploy in the field.

Start Here

Training is organized into chapters, which are always available and may be completed in any order you wish. However, we strongly recommend that you complete the chapters in order. Death, dismemberment, or incapacitation in the field resulting from inadequate training will constitute a violation of your terms of employment and may result in denial of benefits to you and/or your beneficiaries.

Chapter 1

Learn to fly using the Glider technology and to move between two points instantly with Teleport magic. You will also learn basic shooting techniques with a variety of weapons, as well as how to detect and engage hostiles using the Enhanced Vision tech.

Chapter 2

This simulation teaches you to manage the weapons, tech, and magic in your inventory. You will also learn to use the healing and support magic abilities, Tree of Life and Resurrect.

Chapter 3

Learn how to buy equipment and how to use Strangle and Gust to damage hostiles and inhibit their movement.

Chapter 4

Trolls will learn to maximize their natural advantages of strength and durability. All races will benefit from instruction in the minigun and the Smartlink tech, as well as combat tactics particularly effective against trolls.

Chapter 5

Dwarves will learn to leverage their vast stores of Essence. Effective use of the AntiMagic Generator tech and the Summon magic are also covered.

Chapter 6

Elves in particular will benefit from this simulation, which teaches the proper use of the Katana, Smoke magic, and Wired Reflexes tech. How to capture and escape with the Artifact is also covered.

Maybe the only advantage of having RNA in Santas is that they bring training simulations that are a piece of cake to hack. We learn the same tactics without selling our souls to war profiteers. Of course, if they weren't here, we wouldn't need the sims... Life is imperfect.

~~Friendlies~~ BAD GUYS

As a modern security professional, you will fight alongside and against individuals whose physiological makeup is different from your own. Study each race's strengths and weaknesses so that, whatever your capabilities, you can eliminate your enemies with optimal efficiency.

RNA Global does not tolerate racial insensitivity in any of its areas of operation. If you think you have been harassed, contact your HR representative immediately.

Human

The human legacy is one of progress and profit, an advantage not shared by the recently arrived metahumans. Because of their history, humans are more adept with technology and suffer no Essence penalty when using techs. Humans also have more wealth with which to buy equipment. They have evolved neither the benefits nor the liabilities of their metahuman counterparts, and as a result they can acquit themselves well in any combat role.

Elf

Elves are the fastest race. They are unable to withstand substantial damage, but they can leverage their considerable Essence to regenerate health when not under fire. Elves are physically slight, and wielding heavy weapons negates their natural speed advantage. While not well-suited for direct assaults or for mounting a hasty defense, elves are well-adapted to executing quick hit-and-run attacks and then quickly retreating to heal in safety. This makes them potent adversaries.

Troll

Truly massive, trolls can endure overwhelming amounts of punishment due to their superior health and an innate ability to harden their skin and absorb damage. However, this ability slows trolls, and it requires Essence, of which trolls possess the least of any race. Because of their great size, trolls have poor mobility. They compensate for this with their incredible strength, which allows them to operate even the heaviest weapons without any impairment to mobility.

Dwarf

Dwarves are capable of absorbing Essence from their surroundings and transferring it to their own reserves. By absorbing Essence from Strangle crystals and Summoned minions, they can effectively bypass these magical defenses. Be aware that at close range, dwarves will absorb Essence from hostiles and friendlies alike. While dwarves have the most Essence of any race, they regenerate it very slowly, forcing them to absorb it from their environment. A hardy race, dwarves are also unique in that they can survive a single headshot and fight on.

Check out the warm, friendly uniforms. Feel safe? They subtly imply "We are trigger-happy fascist shock troops." Obviously these guys are here to win hearts and minds.

~~Hostiles~~ GOOD GUYS

The so-called "Lineage," a ragtag yet curiously resourceful terrorist group, is the primary hostile force in Santos. While unsophisticated, its members fight zealously for their supposed cause, a baffling confusion of cosmic and quasi-spiritual ravings. Fortunately, the primitive style of clothing and garish tattoos favored by these savages set them apart visually from friendly forces. Study these images to quickly distinguish friend from foe.

Human

Elf

All right, here's the real deal.

5,000 years ago, the metahuman races lived alongside humans. Elves were the most in tune with magic, and magic was everywhere. We know this was called the Fourth Cycle of Magic.

Nothing lasts forever. The elves were the first to feel the end of the Cycle coming. They watched as magic retreated from the world. Without magic to feed them, the metahumans became regular humans.

When this went down, our ancestors didn't sit on their asses. They took to the shadows and made preparations for the time when magic would return. Humanity inherited the earth and spent their time slaughtering each other over whose god was bigger.

Troll

Dwarf

5,000 years is a hell of a lot of war, misery, and destruction. You'd think no plan could survive that. But now The Lineage is here.

RNA knows there's something wild happening here in Santos. But they can't begin to imagine what is coming. These corporate imperialists see magic purely as a new business division. They want total control over what they ludicrously claim is theirs.

Magic doesn't belong to a person or a megacorporation. It belongs to us all, just as we belong to it. The Lineage will make sure magic remains unconfined and unregulated, no matter what the cost. RNA has declared war on all the free and enlightened peoples of the world. The battle lines are drawn. And we are the tip of the spear.

Buying and Using Gear

Buying Gear

At the start of each deployment, you can buy weapons, tech, and magic to use in the field, all at fair market prices. On the **Buy Menu**, select **Weapons**, **Magic**, or **Tech**. Click the item you would like to purchase.

Assigning Abilities

Each piece of gear you buy goes into your inventory. If you want to have instant access to a tech, magic ability, or grenade, you need to assign it. You have three assignable slots, each corresponding to a number key.

To assign an ability to a slot

1. Press **F** to open the **Radial** menu, as shown in Fig. 1.
2. Click **Magic** or **Tech**.
3. Point to the ability you want, but don't click. Press **1**, **2**, or **3**, and the magic or tech is assigned to the slot you chose, as shown in Fig. 2.

All abilities have an active mode, and some abilities provide additional passive benefits simply by being assigned. To activate an ability, press the corresponding button: **1**, **2**, or **3**.

If you have a multi-button mouse and you prefer to use it for abilities, each number key also corresponds to a mouse button. By default, **1** is right-click, **2** is the left side button, and **3** is the right side button. Because mouse designs vary, your mouse may not support all options.

Buy and Assign

To assign magic or tech directly from the **Buy Menu**, highlight the item you would like to purchase and press **1**, **2**, or **3** instead of clicking.

Quick Casting

You can activate a magic ability that you have purchased but not assigned. This is called quick casting. You can also quick cast grenades and AntiMagic Generators.

To quick cast

1. Press **F** to open the **Radial** menu, as shown in Fig. 1.
2. Click **Magic** or **Tech**.
3. Click the ability you want to quick cast, as shown in Fig. 2.

Fig. 1 – The Radial menu

Fig. 2 – Assigning or quick casting an ability

Weapons

Ballistic weapons have served humanity well for centuries, combining portability, ease of use, and lethality. Work toward proficiency with every weapon listed here. In the field, insufficient ammunition may force you to salvage an otherwise unfamiliar weapon from a neutralized hostile.

Served humanity well? Guns have killed untold millions. They're a necessary evil, nothing more.

Pistol

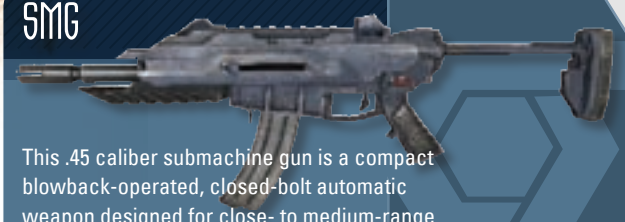
This standard sidearm is supplied to all employees at no cost. Pistols have moderate accuracy but low stopping power. A pistol is generally not recommended as a primary weapon.

Don't underestimate pistols—they're deadly in the hands of an expert.

Rifle

Chambered for 7.62x51mm, this semiautomatic battle rifle inflicts moderate damage at long range. The integral reflex sight, featuring one level of magnification, enhances target acquisition and provides high accuracy.

SMG



This .45 caliber submachine gun is a compact blowback-operated, closed-bolt automatic weapon designed for close- to medium-range engagements. The SMG sacrifices the accuracy and stability of a rifle for a high rate of fire.

Shotgun

Shotguns inflict very high damage at close range by firing a spread of round pellets (shot) instead of a single bullet. At medium range and beyond, their stopping power is drastically reduced.

Weapons continued...

Katana

A time-honored weapon, this sword causes moderate damage under normal circumstances. However, it is devastating against unsuspecting targets, who will quickly bleed out and die after being attacked.

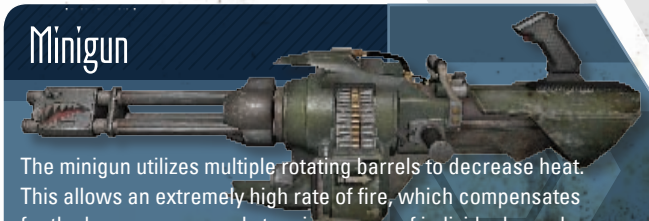
Sniper Rifle

This highly accurate 20mm bolt-action rifle inflicts extreme damage at very long range. The sniper rifle is equipped with a telescopic sight providing two levels of magnification. You must engage the scope to fire the weapon or you will a perform a melee attack.

Rocket Launcher

This heavy, recoilless man-portable weapon launches 83mm high-explosive projectiles that inflict extremely high damage over a large area of effect. Note that rockets are expensive, and the reload process requires considerable time.

Minigun



The minigun utilizes multiple rotating barrels to decrease heat. This allows an extremely high rate of fire, which compensates for the low accuracy and stopping power of individual rounds. The weapon is very heavy, and there is a brief delay while it spins up to its rotational operating speed.

Best used in target-rich environments.

Translation: Spray and pray!

Grenade

A fragmentation grenade with a blast radius of approximately two meters. You receive two grenades at no cost each time you buy equipment. Additional grenades must be salvaged from casualties. Grenades do not occupy the weapon slot; they can be assigned to slots or quick cast from the **Radial** menu.

RNA equips its drones (and us) with only the best.

The haul from just one hijacked convoy supplies a small army. Not that we had anything to do with that.

Tech Abilities

Throughout history, humanity has developed technology to further its goals of simple survival, increased quality of life, and more efficient commerce. The technologies utilized by RNA Global security professionals, many of which were developed by our partner, Ares Corporation, are designed to maximize employees' versatility, combat effectiveness, and survivability.

It is important to note that although techs do not require Essence as magic does, they may lock out some of your Essence: while they are assigned, a portion of your Essence is held and can't be used for magic abilities.

Glider

When active, this tech allows you to soar short distances, and also prevents injury from falling. Flight obviously confers a huge advantage in combat.

Enhanced Vision

Activate Enhanced Vision to send out a pulse that penetrates solid objects and reveals all combatants in the direction you are looking. Contacts appear on your HUD, color-coded blue for friendlies and red for hostiles, and ranged in meters. Maximum range is 60 meters.

Visual cues in your HUD and a tingling sensation alert you if you've been detected by Enhanced Vision. If you have Enhanced Vision assigned, the position of the hostile who detected you is indicated on your HUD. Note that Hostiles with Smoke assigned are undetectable by Enhanced Vision.

Each pulse only lasts about five seconds, so look in all directions fast.

We have to hand it to Ares Corporation—their stuff really is top-notch. Cutting-edge, functional, durable—and great for getting the drop on their brain-dead partners at RNA Global.

AntiMagic Generator

This grenade-like device adheres to most surfaces and absorbs all magic within its area of effect, destroying magical constructs such as Trees of Life, Summoned minions, and Strangle crystals. The AM Generator also drains Essence from anyone within range. Employees purchasing this tech for their loadout are initially equipped with four AM Generators and will be resupplied in the field as they use the devices. Note that having AM Generators assigned incurs no Essence penalty.

Elves can't heal and trolls can't harden near one of these suckers.

Smartlink

Smartlink adds a laser targeting system to your combat loadout, effectively wiring your brain to your gun. While active, the system improves your accuracy and allows you to zoom with any weapon. Smartlink also has an integral Identify Friend and Foe (IFF) system which designates friendlies as such on your HUD and prevents you from firing on them. Once activated, Smartlink remains active until you deactivate it.

Remember, the laser's visible. Kill the light show when you don't see any bad guys—or they'll see you first.

Wired Reflexes

Through a relatively painless procedure, cyberware is implanted in the employee's motor cortex, providing improved movement speed, jump height, and reloading time as long as the tech is assigned. If you are wielding a katana (and not attacking with it), you are also able to deflect most incoming fire from opponents you are directly facing.

Activating Wired Reflexes further boosts performance by augmenting impulses with additional current. However, this surge of electrical activity overloads reflex pathways and causes muscle necrosis, injuring and potentially even killing the user.

Magic Abilities

Each use of a magic ability consumes some of your Essence, which replenishes over time. Some magic abilities also require an investment: while they are active, a portion of your Essence is held and can't be used for other abilities. Abilities requiring an investment are noted below.

Resurrect

Resurrect can bring a dead friendly back to life. If you are killed, anyone you have resurrected will begin to bleed out and will soon die if not resurrected by another coworker. Requires an investment.

Resurrection requires a body. If you die after being resurrected, your body is destroyed and death is permanent. If you are resurrected and your resurrector starts to bleed out, you can't resurrect them. If your resurrector dies and leaves a body, you can resurrect them even if you're bleeding out.

Tree of Life

This magical tree heals anyone standing near it, whether friend or foe. Trees provide some cover, though they can be destroyed by weapons fire. They can only heal a limited amount, after which they dematerialize. If you are bleeding out, stand near a Tree of Life to staunch the flow.

An RNA Global employee who uses Tree of Life to heal friendlies is eligible for financial bonuses under the MySavior Rewards program.

Strangle

Useful for blocking chokepoints, Strangle creates magical crystals that attract and trap nearby hostiles, draining their health and Essence. Cast Strangle at a hostile's feet to trap him. Crystals dematerialize after inflicting a certain amount of damage, and they are also vulnerable to weapons fire. Requires an investment.

To survive a high fall, cast toward the ground just before you hit.

Gust

Use Gust to create a magical blast of wind that knocks a hostile back. This is particularly useful if that hostile is standing on the edge of a high vertical drop. Gust also damages enemies using Smoke (see below).

You can also deflect incoming grenades, get more hang time with Gliders, or drop enemy Gliders.

Smoke

When you have Smoke assigned, hostiles can neither detect you using Enhanced Vision nor lock on to you with Smartlink. With Smoke active, you take no damage from weapons or falling; however, Gust damages you. You return to your normal form when your Essence is depleted or when you deactivate Smoke manually. After deactivation, there is a brief recovery period during which you cannot use any weapons, magic, or tech.

Essence regenerates very slowly with Smoke assigned.

Teleport

Instantly teleport eight meters in the direction you are moving, even through solid objects, such as walls. You can teleport up or down by casting while jumping or crouched, allowing you to pass through ceilings or floors to reach different levels of the combat environment.

Summon

Summon a magical minion who fights to the death. When you cast, the minion appears where you are aiming and defends that area, attacking any hostiles who come near. If you are targeting a hostile when you cast, the minion attacks that target. If a minion encounters another minion, even one cast by a friendly, it will stop what it is doing and attack it. Requires an investment.

Deployment

You can receive one of three types of assignments. For each, you must specify various parameters to RNA Global's internal employee-tracking software, including your race, team, the area of Santos to which you are being deployed, and the type of engagement being conducted. When you are ready to deploy, click **Launch** or **Ready**.

Combat Scenarios

Solo Match

You depend primarily on yourself in this assignment. Your RNA allies back you up, but they lack your experience and initiative. In addition to the above parameters, you must specify the number, approximate skill level, and race(s) of friendly and hostile forces.

Private Match

Fight with friends over Games for Windows – LIVE, System Link, or via a local connection. You can choose to initiate the engagement or join a conflict initiated by someone else.

Public Match

This dynamic assignment may team you with previously unknown coworkers, facing unknown enemies. While you can specify the location, size, and type of engagement you prefer, you should expect the unexpected. Any type of engagement may flare up anywhere and require your intervention.

Personal Settings

Find the operational style that works best for you. Maximize your combat effectiveness by redefining the way you execute actions. Configure the way your gear processes visual and audible information. If you excel at a particular type of operation, or in a particular environment, you can request that specific future deployments be within your chosen parameters. Requests will be met as circumstances permit.

Financial Considerations

In addition to their base pay for each deployment, RNA employees earn bonuses for initiative, leadership, and teamwork. You are rewarded for neutralizing hostiles; clearing bodies to prevent resurrection; securing a mission-critical objective, such as the Artifact; and resurrecting or healing friendlies.

Friendly Fire and Docked Pay

Incidents will be evaluated on a case-by-case basis, but in general employees who are reckless or indiscriminate with their fire, resulting in friendly casualties, can expect stiff financial penalties.

Financial Aid

Employees have the ability to render financial assistance to coworkers. When buying equipment, select the **Team** option to display a list of friendlies. Click on a name to Gift money in increments of $250.

Party

A party is a group of players who fight together. After a match, the party continues to exist as long as it has at least one member.

Members of a party have private voice communication until they join a match and enter the lobby, at which point standard chat takes over for the duration of the match. When you leave the match, party chat resumes.

To access the Party lobby, open the Main Menu and click Party.

Party Roles

Every player on LIVE exists in one of three roles with respect to a given party.

Party Leader

A party must always have a leader. (A solo player is the leader of a party of one.) Leaders have more control over the party than members: they select all game settings and navigate through LIVE. Leaders have the following options:

- Send Invite. Invite others to the party. If you're using an Xbox 360 controller, you can also do this with the Xbox Guide button.
- Kick Player. Remove a player from the party. Kicked players cannot rejoin the party.
- Transfer Leader. Appoint another party member as leader. This is required before a leader can leave the party. If the leader loses connectivity, a new leader is chosen by alphabetical order.
- Leave Party. Abandon the party.
- Leave Game. If the leader leaves a match, the entire party goes too.

Party member

Members have limited options:

- Leave party. Abandon membership in the party.
- Send Invite. Invite others to the party. If you're using an Xbox 360 controller, you can also do this with the Xbox Guide button.

You can also see what settings the party leader has selected.

Non-Party Member

Non-party members cannot affect an existing party except by joining it. To join a party, the non-member can accept an invite, or select a party member from the Friends list in the Guide.

Kick Player

While only a party leader can kick players out of a party, any player can call a vote to kick another player out of a match. If a player exhibits unacceptable behavior, call a vote to kick by navigating to the player's name in the lobby or on the Stats screen, selecting the target player, and selecting Call Vote.

Voting takes place at the end of a round. If the target player is on the vote-caller's team, only teammates vote. For an enemy player, all players vote. You can vote to kick the targeted player, to kick the vote-caller, or neutral (no opinion on who gets kicked). If you don't vote, your vote is entered as neutral.

A simple majority kicks either the target or the vote-caller. If there is no majority, no one is kicked. However, if either of those two players subsequently calls a vote against the other, the player who gets the most votes is kicked. In a tie, one of the two players is randomly chosen and kicked.

Kicked players are unable to rejoin the match for an indeterminate time.

Securing a Better World
RNA Security Division

Field Recon

There are several trouble spots in the Santos area that have seen recent activity by The Lineage and require pacification.

Engagement Types

Each area offers a primary engagement type, plus Attrition:

Extraction. Both teams attempt to secure the Artifact and transport it safely to their extraction zone.

Raid. The Lineage attempts to secure the Artifact and escape with it. RNA defenders cannot pick up the Artifact; they need only kill all the attackers.

Attrition. Neutralize all hostiles. Possessing the Artifact grants the wielder perfect knowledge of enemy locations. Bodies cannot be cleared. Again, Attrition engagements may occur in almost any area.

Ziggurat Areas

Dig Site

Engagement type: Raid

This underground section of the Ziggurat, originally excavated by The Lineage, has been secured by RNA forces, however Lineage attacks still occur.

Temple Grounds

Engagement type: Raid

This is primarily an outdoor area, with access to the central temple section of the Ziggurat.

Maelstrom

Engagement type: Extraction

The forces of magic are unleashed at the top of the Ziggurat, where the very laws of physics seem to have been altered.

RNA Arcology Areas

Lobby

Engagement type: Extraction

The main entrance to the RNA Arcology, the Lobby map includes both the RNA Arcology monorail stop and the central atrium of the building, with an assortment of art from the RNA collection.

Nerve Center

Engagement type: Extraction

RNA's central corporate headquarters, from which we coordinate our local operations. This site includes one of the many Vertical Takeoff and Landing (VTOL) pads available at the RNA Arcology.

Pinnacle

Engagement type: Extraction

The very top of the RNA Arcology, this is a mostly outdoor environment with spectacular views and severe vertical drops.

Slums Areas

Favela

Engagement type: Extraction

This is an outdoor environment, with an abundance of rooftops and elevated positions. Be sure to watch out for snipers.

Poco

Engagement type: Raid

Another part of the slums, Poco features more subterranean areas than Favela.

Power Station

Engagement type: Raid

This location includes large outdoor areas, interior industrial and office spaces, rooftops, and a VTOL pad.

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In Canada, visit **http://www.microsoft.ca/support/**.

Outside the U.S. and Canada, visit **http://support.microsoft.com/international.aspx**.

On these Web sites, you can:

- Download the latest updates.
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Phone Support: To speak with a Microsoft Support Professional (long hold times may be experienced), in the U.S. call (800) 537-8324, and in Canada call (800) 876-8533.

TTY Support: To use Microsoft text telephone, in the U.S. call (800) 892-5234, and in Canada call (866) 857-9850.

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