XBOX

25 TO LIFE

MATURE 17+
M
CONTENT RATED BY ESRB

ritual

AVALANCHE SOFTWARE

eidos

http://www.replacementdocs.com

ABOUT PHOTOSENSITIVE SEIZURES

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

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms — children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by:

- sitting farther from the television screen,
- using a smaller television screen,
- playing in a well-lit room, and
- not playing when you are drowsy or fatigued.

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

AVOID DAMAGE TO YOUR TELEVISION

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

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

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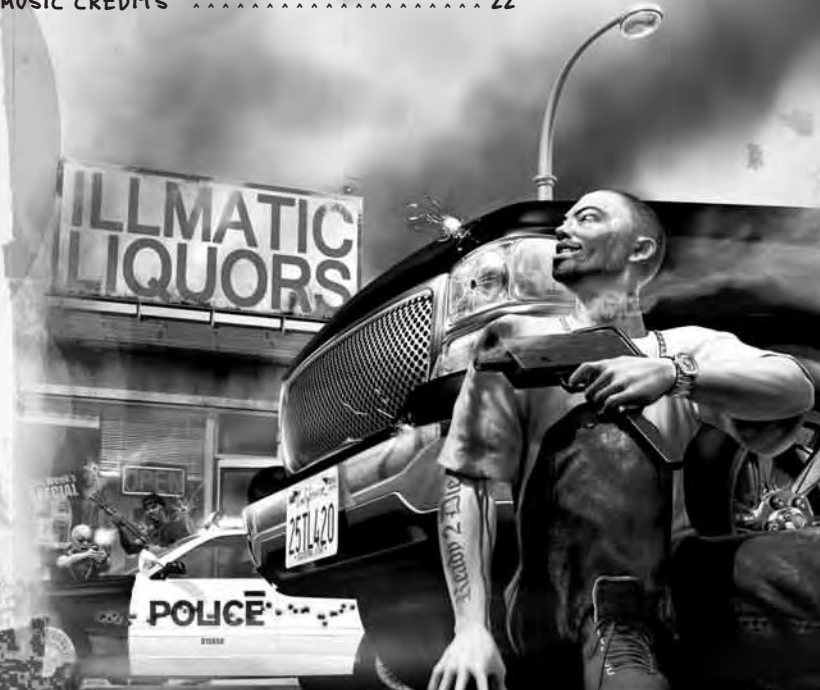


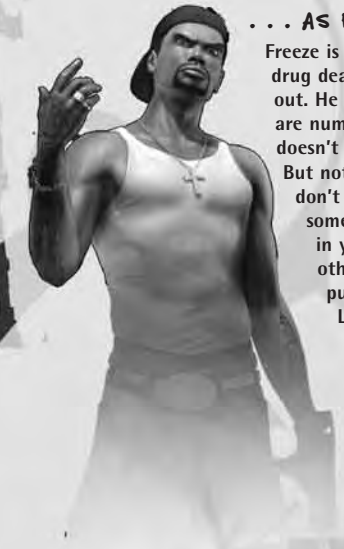
PULL THE TRIGGER

Bullets are flying. No matter what side you're on, you gotta shoot or die.

Are you a Criminal, Law Enforcement or someone who just wants to get the hell out?

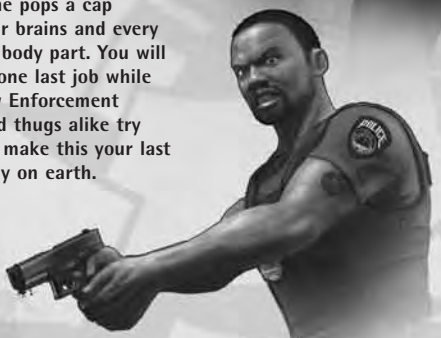
Guess what. You're all three. Just make sure the blood in the streets belongs to someone else. You pull the trigger, you pull hard time or you pull eternity in a pine box. Pick your weapon.

In Single Player mode, fight through the mean streets on both sides of the law...



. . . AS FREEZE

Freeze is a thug and drug dealer who wants out. He figures his days are numbered if he doesn't escape the life. But not so fast — you don't just retire unless someone pops a cap in your brains and every other body part. You will pull one last job while Law Enforcement and thugs alike try to make this your last day on earth.



. . . AS DETECTIVE LESTER WILLIAMS

You know the streets as well as any Criminal. You'll put away a dirty cop as quick as a lawbreaker. Sometimes you'll work with a partner. He'll know how to cover your back. Just do the same for him or he'll bleed and die just like anyone else.

. . . AS SHAUN CALDERON, LEADER OF THE 22ND STREET D-BOYS

You're a gang leader, murderer and Freeze's best friend. Every choice you make is the one that keeps you in power.

DEFAULT CONTROLS

All controls used in this manual are defaults. You can change the default controls in Options mode (page 6).

DEFAULT CONTROLS

MENU NAVIGATION

Select menu item	(D-pad) ↑/↓
Change setting	(D-pad) ←/→
Confirm	A
Cancel/Previous menu	B

GAME ACTION

Move character	L (left thumbstick)
Crouch/Stand (toggle)	click L
Taunt	(D-pad) ↑
Lean left/right	(D-pad) ←/→
Custom tag	(D-pad) ↓
Melee weapon toggle	Y
Action	B
Jump	A
Reload	X
Throw grenade	L (left trigger)
Shoot/Swing weapon	R (right trigger)
Gun toggle	◯ (black)
Chat (Multiplayer)	● (white)
Camera lookaround	R (right thumbstick)
Zoom/Precision aim	click R
Pause/In-game menu/ View Objectives (Single Player)	▶ (start)
Scoreboard (Multiplayer)	◀ (back)

GETTING INTO THE GAME

On the Title screen, press A to begin.

CREATING A PROFILE

You must create a profile to save your game progress through **25 TO LIFE**. The profile contains your saved game files, custom characters, option selections and online identity. Any time you want to play that profile you can select it (or other profiles you have created) before beginning play.

To create a profile name:
When prompted to create a profile, select **OK**. Use the virtual keyboard to enter a profile name. Make character entries in the name field and save your profile to the memory card.

- Highlight a letter or number and press A to enter it in the name field. Press Y to enter a space.
- Select **Delete** to remove letters or numbers.
- Select **Enter** and **Yes** when prompted to save your profile.

MAIN MENU

- **SINGLE PLAYER** *(page 8)* — Get a bloody taste of life on both sides of the law as a Criminal and a member of Law Enforcement too. Select a difficulty level before starting play.
- **XBOX LIVE** *(pages 11-18)* — Join the Criminals or Law Enforcement and find out who rules in bloody wars, robberies gone bad, adrenaline-pumping police raids and intense turf warfare with up to 16 players. Customize your Criminals or Law Enforcement character and get ready to bleed.
- **SYSTEM LINK** *(page 19)* — Similar to Xbox Live, connect up to 16 Xbox consoles via a System Link.
- **OPTIONS** — Adjust game settings.

SAVING GAME DATA

You will be prompted to save changes to game options or online data. Your game progress will be saved to the Xbox Hard Disk.

PAUSE MENU

Press ▶ to pause play and view the Pause Menu *(screenshot, page 8)*. Your primary and secondary objectives are listed along with these options:

- **CONTINUE** — Return to play.
- **OPTIONS** — Adjust your aim and make sound changes. *(See more options below.)*
- **QUIT** — Return to the Main Menu.

OPTIONS

- **BUTTON LAYOUT** — Select one of four control configurations.
- **THUMBSTICK SETTINGS** — **Southpaw** switches the actions of the left and right thumbsticks. **Ass Backwards** gives both thumbsticks camera/character control: the left thumbstick rotates the camera ⬅/➡ and moves the character ⬆/⬇; the right thumbstick rotates the camera ⬆/⬇ and moves the character ⬅/➡.
- **AIMING** — Select **Normal** or **Inverted**.
- **VIBRATION** — Set controller vibration to **Enabled/ Disabled**.
- **LOOK SENSITIVITY** — Adjust camera response time.
- **LOOK SPEED** — Adjust how fast the camera moves when you turn to look.
- **SOUND** — Adjust sound effects volume.
- **MUSIC** — Adjust music volume.
- **GAMMA** — Adjust the gamma level.
- **BLOOD & GUTS** — Set the display of carnage to **Enabled/Disabled**.
- **DONE** — Save changes and exit the game. Select **Yes** when prompted to save any changes made to your profile.

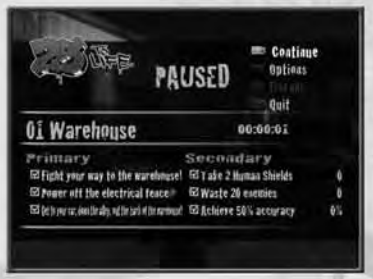
Note: See page 15 for details on **Friends**, **Appear Offline** and **Sign Out**.

GAME SCREEN

- **HEALTH** — When you have full health this icon is **green.** As you gradually take damage, your health icon changes from green to **red.** When you are getting close to death, your controller will **pulse** if controller vibration is set to **On** in Option mode *(page 6)*.
- **RADAR** — In Single Player games, the radar indicates the direction of your enemies. In Multiplayer games, it displays the location of your teammates, the loot, the stash, tag areas and exit points, as well as the direction of enemy fire.
- **CROSSHAIRS** — Use this to aim weapons. When locked onto an enemy, the crosshairs turn **red.** When locked onto a non-combatant or friendly, they turn **green.** Head shots are the hardest to make but they're also the deadliest.
- **AMMO REMAINING** — The number on the left is ammo you have in reserve. Below the gun icon you see how many bullets are left in your clip. Press the **Reload** button (default X) to reload ammo. Reload is automatic when you empty the weapon AND you have reserve ammo.
- **WEAPON HELD** — Press the **Gun Toggle** button (default ●) to switch weapons.
- **ACTION ICONS** — (not shown) These icons appear when you can take a special action such as picking up a new weapon, kicking open a door or even grabbing a human shield. Press the **Action** button (default B) to take action *(page 8)*.
- **HINT POINTS** — (not shown) Walk into one of these for an explanation of a game feature.

SINGLE PLAYER GAME

MISSION BRIEFING/OBJECTIVES



Each level has primary and secondary objectives, explained on the **Mission Briefing** screen. Completing the primary objective is mandatory to finishing the level and unlocking additional game features. Nailing secondary objectives is not essential to success but may unlock cool items.

- Pause the game (▶) to view your objective completion status.
- Law Enforcement objectives may involve apprehending a suspect instead of using deadly force. Use a stun gun to subdue a suspect when required, then cuff 'em with the **Action** button (default B).
- When you complete an element of any objective, a prompt appears at the top of the screen.

ATTACKING

- Pull the **Shoot** trigger (default R) to fire or swing a weapon.
- Pull the **Throw Grenade** trigger (default L) to throw a grenade, tear gas or pipe bomb.

FIRST-AID KITS

Pick up first-aid kits to heal your wounds. Some only provide partial first aid and others give you 100% health.

SPECIAL MOVES

Perform special moves by pressing the **Action** button (default B) when an Action Icon appears at the bottom of the screen.

OPEN/CLOSE — Kick open doors.

ON/OFF — Throw switches to turn power **On/Off** to some system in the area.

CLIMB — Climb up ladders. Grab the ladder and move L.

VAULT — Jump over obstacles.

PICK UP WEAPON — Pick up a weapon lying in front of you. In exchange, you will lay down a weapon you're holding (of the same weapon type).

GRAB/RELEASE HUMAN SHIELD — Sometimes you just gotta be really nasty. As a Criminal, grab the nearest person and hope the enemy cares enough not to blow the hostage away too. Your weapon will automatically switch to a handgun when you grab a human shield.

APPREHEND — Arrest Criminals after taking them out with non-lethal means (Law Enforcement only).

NEXT SONG — Find a boom box and press the **Action** button to tune in a new song.

USING WEAPONS

Weapons fall into four categories and vary depending on your Criminal or Law Enforcement status. When you pick up a weapon, you discard a weapon of the same type. You can return to that spot later and trade a weapon for the one you discarded. Your weapons include:

- Handguns, including dual pistols.
- Shotguns, automatic rifles and sniper rifles.
- Hand-to-hand weapons such as baseball bats or stun guns.
- Thrown explosives such as grenades and molotovs.

FIREARMS

Use R (default) to aim your weapon. The targeting crosshairs turn **red** when over the enemy. Pull the **Shoot** trigger (default R) to fire.

- Click R to keep your weapon up and ready to fire. Click R again to lower your weapon. Clicking R gives you better aim and a zoomed-in view.
- Press the **Reload** button (default X) to reload.
- Press the **Action** button (default B) to pick up weapons dropped by slain enemies.
- Press ⬅/➡ to peer around corners and take a protected shot.

GRENADES/BOMBS

Use R to aim your grenade or bomb, aiming with the cursor in the same way as aiming your guns. Pull the **Throw Grenade** trigger (default L) to toss the explosive. The longer you hold the trigger, the farther you throw.

HAND-TO-HAND WEAPONS

These include clubs, nightsticks, knives and stun guns. Stun guns and zappers knock someone out; that person is down for the count. Law Enforcement can apprehend a downed suspect for additional points and objective credit.

WEAPONS

Here's a sampling of available weapons. There are plenty more....

HANDGUNS

9MM SEMI-AUTO: Loved by Criminals and hated by Law Enforcement, the semi-auto 9mm features a 30-round clip.

.357 CAL: The classic police sidearm with excellent hitting power and surprising range.

.44 AUTO: Huge firepower in a small semi-automatic package.

RIFLES/SHOTGUNS/AUTOMATIC WEAPONS

SHOTGUNS: Blow someone up big time at close range. Shotguns can be stock Law Enforcement 12-gauge models or illegal sawed-off scatterguns.

MP SILENCED SUB-MACHINE GUN: Some people think this is the best sub-machine gun ever made. At 800 rounds per minute, there's enough slugs for everyone.

AK ASSAULT RIFLE: Now you're playing Army. Rapid-fire and monster hitting power make this the weapon to fear on any battlefield.

SNIPER RIFLE: Get a huge range advantage and take someone out before they even see you. Click Ⓡ to zoom the scope in tight for the perfect shot.

BOMBS

CONCUSSION GRENADE: This police weapon is used to shock victims instead of kill them. Explodes with a glass-shattering shock wave but no shrapnel.

FLASH GRENADE: Explodes with a blinding flash.

TEAR GAS CANISTER: One snort of this causes the victim's eyes to start burning as they gasp for air.

PIPE BOMB: This is plumbing stuffed with black powder. Total devastation for the do-it-yourselfer.

MOLOTOV: It's a bottle full of gasoline. Press Ⓡ ⬆/⬇ to adjust the trajectory of your throw. And make it a good throw! Gas can splash back and turn you into thug flambé.

THUMP 'EM, STICK 'EM, SHOCK 'EM

BASEBALL BAT, TIRE IRON, BATON: Short on bullets? Crack some heads!

KNIFE: Old school, but effective.

STUN GUN: Deliver 50,000 volts of agonizing incapacity. Get real close to use it.

XBOX LIVE®

TAKE 25 TO LIFE BEYOND THE BOX

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

In 25 TO LIFE, it's Law Enforcement versus Criminals in bloody showdowns where even the winners wear serious powder burns. Up to 16 players compete. Join online games or create and host your own game.

USING THE XBOX COMMUNICATOR

Connect the Xbox Communicator to talk to other players during play. Press ◯ (default) to activate the Xbox Communicator.

CONNECTING

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

Up to 16 players can battle online or over a System Link. In order to play online, you need a broadband connection and valid Xbox Live account.

CONNECTION STEPS

Follow these steps to get connected:

1. SIGN UP TO XBOX LIVE

Xbox Live is a subscription service. You need a subscription code to set up an Xbox Live account and play online. To get your subscription code, go to www.xbox.com/live.

2. CHOOSE A CONNECTION SETUP

There are several ways to connect to Xbox Live, including connecting the Xbox console directly to broadband cable, and sharing a broadband connection with a PC. For details and diagrams, go to www.xbox.com/live.

3. CREATE YOUR ACCOUNT

Insert an Xbox Live Starter Kit disc or the Xbox Live-enabled game disc into the Xbox disc drive. On the Home screen, select **Xbox Live.** Once you're online, create your Xbox Live account by following the onscreen instructions and entering your subscription code when prompted.

If you are unable to go online automatically, use the Network Setup in the Xbox Dashboard to enter your network settings. If you do not have the required information, contact your broadband service provider.

IMPORTANT: Do not disassemble, service, or modify the Xbox console or peripherals. Doing so will void your warranty and could result in serious injury. For further assistance, see **www.xbox.com/live.**

4. SIGN ON

Once you're set up to go online, select **Xbox Live** on the Home screen. Choose the account you want to sign into and enter your pass code. On the Network Selection screen, wait briefly while your network is verified and you are logged in.

ONLINE CUSTOMIZE GAME FEATURES

You can customize your characters, weapon loadout and the tag you spray on buildings. These options appear in both Multiplayer Online and Multiplayer System Link games.

CUSTOMIZING YOUR CHARACTER

Criminal or Law Enforcement, if you are going to end up bleeding in the streets, at least have cool clothes when you hit the pavement. **25 TO LIFE** lets you customize everything about your character. From skin color, clothes and jewelry to beards and ski masks, you can create a totally unique character.

- Dress like the rest of your posse for quick identification during intense online battles. Criminals can wear Clan colors and Law Enforcement can wear agency uniforms.
- To customize your character in Multiplayer mode, select **Customization** once you have logged in.
- You can save up to four custom Criminals and Law Enforcement characters to use during Multiplayer games. Each character can have different weapon loadouts.

To customize a character:

1. Select **Customize Characters** from the Customize Menu. Next, select the character you want to customize and press Ⓐ.
2. Select **Edit Name** to give each character preset a name.
3. Select **Edit Clothing** to customize the look of your Law Enforcement or Criminal character. Start from scratch and choose to modify your character's head, body, arms, hands, legs and feet. Or choose **Select Prebuilt** and scroll through a list of prebuilt characters. Select **Clear/Reset** to start over.

USING YOUR CUSTOM CHARACTER IN MULTIPLAYER GAMES

On the Customize Menu, the dot next to the character's name indicates which character will be used in Multiplayer games. The red dot indicates the Criminal character; the blue dot indicates the Law Enforcement character.

To switch the dot to another character, select the character on the Customize Menu. The dot will move to that character when you back out, regardless of whether or not you edited the character.

EDITING YOUR WEAPON LOADOUT

You can customize weapon loadouts during both Multiplayer Online and Multiplayer System Link gameplay.

1. Select **Customization**, select **Customize Characters**, press Ⓐ to select your character and then select **Edit Loadout.** You can edit and save a different loadout for each custom character.
2. There are four categories (or weapons "slots") to set: **Melee, Secondary, Primary** and **Grenade.** In each category, use ✣ to toggle between weapon choices.
   - **Melee** weapons are hand-held weapons such as a baseball bat and hammer, and non-lethal weapons for Law Enforcement such as the stun gun and zapper.
   - **Secondary** weapons are handguns, including automatic handguns such as the Mak, M.A.G. and 9mm auto.
   - **Primary** weapons are your big guns — everything that's rifle-sized. These include the AK, shotguns, 2x M.A.G. and sniper rifles.
   - **Grenades** are lobbed weapons, including pipe bombs, flashbangs and tear gas.
3. Once you finish editing your weapon loadout, press Ⓑ to return to the previous menu. You will be prompted to save/overwrite your settings before returning to the Multiplayer Menu. Remember to select **Yes** to save any changes you made to your character.

CREATING A CUSTOM TAG

The tag editor lets you create a custom tag for spray painting on buildings during online games.

- Select **Customization**, then **Custom Tags.** You can create up to five letters, choosing the color for the inside, outline and accent.

MULTIPLAYER ONLINE GAME

XBOX LIVE® MENU

- **QUICK MATCH** — Get in on the first available game. If no games are available, you have the option to create (Host) one.
- **OPTIMATCH** — Set a Map Name and Game Type and find a game that fits your search parameters. All available games will appear on the Search Result screen.
- **CREATE MATCH** — Create an online game and set its parameters (page 16).
- **CUSTOMIZATION** — Personalize your online character's looks and the guns you'll use, and create your tag.
  - **CUSTOMIZE CHARACTERS** — Personalize your own character (page 13).
  - **CUSTOMIZE TAG** — Create your personal tag (page 14).
  - **VOICE SETTINGS** — Adjust the Voice Chat settings.
  - **GAME SETTINGS** — Adjust game settings (page 6).
- **FRIENDS** — Search for recent players or send a Friend Request (page 17).
- **MY CLAN** — Create a Clan or see if you have been invited to join a clan (page 18).
- **STATS AND RANKINGS** — View online game stats for yourself and other players.
- **PLAYERS** — View recent players.
- **APPEAR OFFLINE** — Turn this option ON when you don't want your Friends or members of your Clan to see that you're online.
- **SIGN OUT** — Exit Xbox Live mode.

ONLINE GAME MODES

- **RAID** — It's time for the Criminals to pay! Law Enforcement attempts to raid a Criminal hangout where they are protecting their **stash.** The Criminals must defend their turf and prevent the Law Enforcement team from making a bust. The Law Enforcement team's goal is to infiltrate, grab the stash and return it to the SWAT van (or other location) at the start point.
- **ROBBERY** — Criminals go from their spawn point to a target location and pick up the loot object. Criminals carrying loot run more slowly, requiring team assistance. Criminals must take the loot to available drop-off points. Cops spawn on the opposite side of the map and attempt to prevent successful theft of loot.
- **TAG** — Represent your set! Two rival gangs of Criminals clash to claim their turf. Each team "owns" turf by controlling tag locations across the level. When you come across an empty tag location, press and hold the **Action** button (default Ⓑ) until your character is done tagging. You can also tag over a rival team's tag; doing so gives your team control of that section of turf. A Criminal team wins the round if they control the most tag locations for the longest time or if they control all of the tag locations on the level at one time.

- **WAR** – This mode is an all-out, team-based deathmatch. The round ends when the time limit or score is reached or when one team is completely eliminated. Be sure to check out the different options that you can configure for this mode (such as **Friendly Fire On**, etc.) when hosting this type of game.

Modifying the Spawn Rules:

You can modify the Spawn rules in the online game modes.

- You can choose **Respawn Off**, a pure player-elimination based mode.
- With **Respawn On**, a player who is killed will re-spawn quickly. A Criminal who is "arrested" will receive a time-based re-spawn penalty.
- The host can determine the re-spawn rules, such as **Respawn On** or **Off** and set a fixed number of team re-spawns.

HOSTING AN ONLINE GAME

To host a game, select **Create Match** on the Multiplayer Menu, set the specifics for your game, and select **Start Game.** Game settings options are:

- **GAME MODE** – Choose the kind of game you want to play. This will determine which maps are available for selection.
- **MAP** – Pick a location for your game.
- **TIME LIMIT** – Set the game to last from 1 to 20 minutes.
- **SCORE LIMIT** – Set the limit for the winning score, or set no score limit.
- **MAX PLAYERS** – Choose to play with from 2 to 16 players.
- **ROUNDS** – Set the max number of rounds for your game.
- **RESERVED SLOTS** – When set to **Public**, anyone can join your hosted game. If you set this option to **Private**, only your Friends, clan-mates and people you invite by name can join your game.
- **CYCLE TEAMS** – When set to **On**, players switch sides between rounds.
- **FRIENDLY FIRE** – When set to **On** you can injure or kill teammates.
- **RANKED MATCH** – When set to **On**, your statistics are recorded for rankings. Turn this **Off** for practice with your Clan or Friends, or if you don't want statistics to be reported for the match.
- **TEAM SPAWNS** – Set the number of Spawn tickets for each team. Each ticket allows one player to respawn. Run out of tickets for your team and it's down to elimination rules – you die and it's over!

TEXT CHAT

Type out and broadcast chat messages. Create a message and select **Enter** to send it.

PLAYERS

This shows a list of players you have teamed with/against during the online session.

READY UP ON THE STAGING SCREEN

This is the screen you see before starting online play. Make final game setting changes, chat, or look up Friends before starting the game. Select **Ready** to signal that you want to begin play, or select **Force Match Start** to quickly start the game and put the unready players back into the lobby.

Note: To talk over the Xbox Communicator, press and hold ◯.

FRIEND LIST

From the Lobby, select **Friends** to view your current Friends; incoming, outgoing and pending Friends requests; and the Recent Players list. From here, you can see the online status of established Friends and join a Friend's active **25 TO LIFE** game. You can have a maximum of 100 established Friends, pending Friend Requests and Friend Invites combined. Delete outdated Friends to make room for more.

- **ADDING FRIENDS** – To add someone as your Friend, select Players, then select an established player from the Players list and select **Send Friend Request**. A **Friend Invitations** icon will appear next to the player's name. Once the Friend accepts your invitation, the icon will change to the **Established Friends** icon.
- **ACCEPTING FRIENDS' REQUESTS** – To accept a Friend request, select **Friends**, then select the name of the player who sent the request to accept or decline the offer. Once you accept, the icon changes to the **Established Friends** icon. To permanently block Friend Requests from another player, select **Block Future Requests** on pending invitation.
- **SENDING INVITATIONS** – To send a game invitation, select **Friends**, select any established Friend, and then select **Send Game Invite** (with or without a voice message). If the player accepts the invitation and there is room in your game, the player will automatically join the game. This option is available to both the Host and Clients of the current match and can be sent to both online and offline Friends.
- **INGAME PLAYERS OPTIONS** – While in-game, go to the Pause Menu, select **Players**, and then select **Send Friend Request** to send a quick invitation to an active player in the game. You can also send Clan and Match invitations from this menu, as well as configure other settings such as muting/un-muting voice transmission.

CLANS

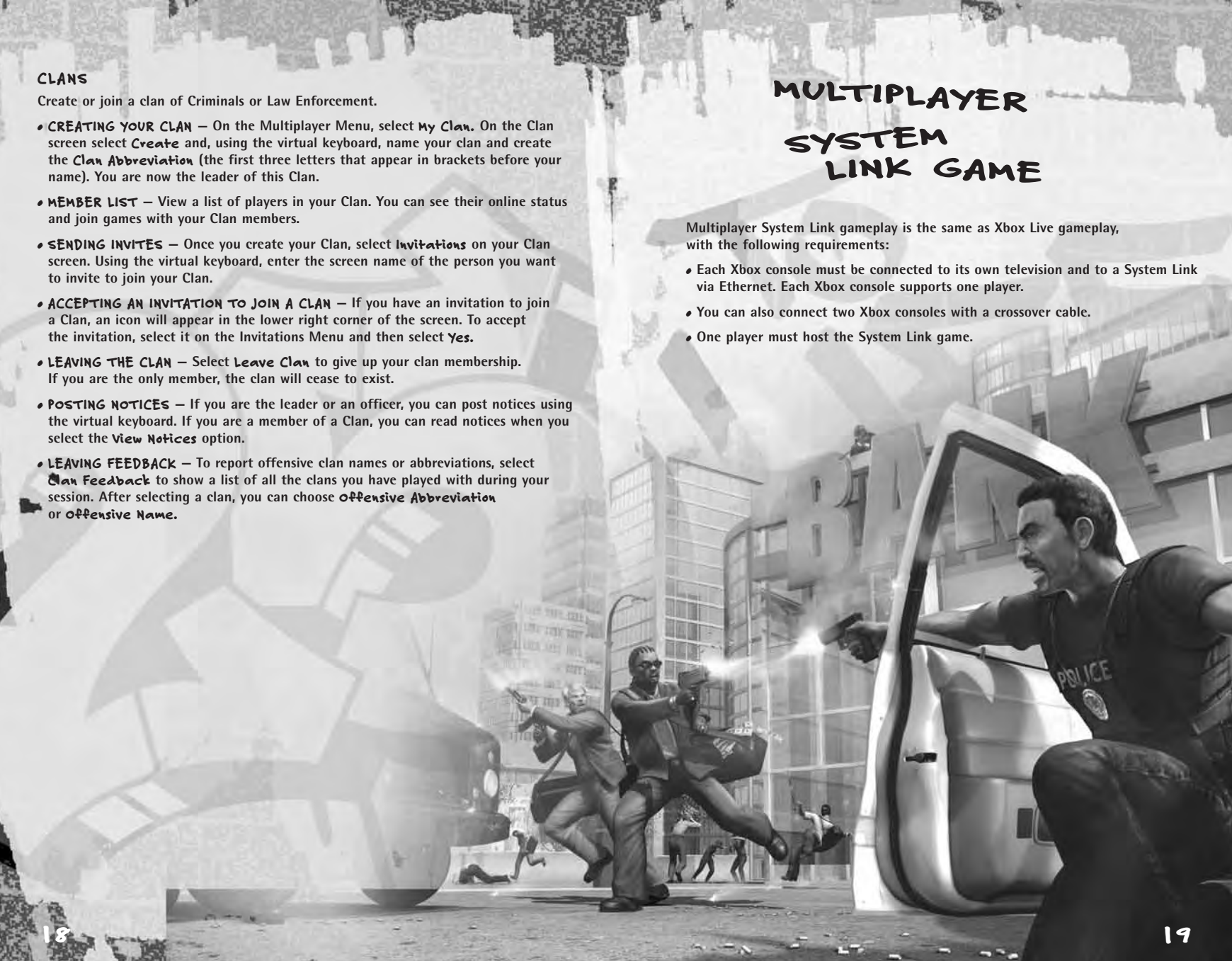
Create or join a clan of Criminals or Law Enforcement.

- **CREATING YOUR CLAN** – On the Multiplayer Menu, select **My Clan.** On the Clan screen select **Create** and, using the virtual keyboard, name your clan and create the **Clan Abbreviation** (the first three letters that appear in brackets before your name). You are now the leader of this Clan.
- **MEMBER LIST** – View a list of players in your Clan. You can see their online status and join games with your Clan members.
- **SENDING INVITES** – Once you create your Clan, select **Invitations** on your Clan screen. Using the virtual keyboard, enter the screen name of the person you want to invite to join your Clan.
- **ACCEPTING AN INVITATION TO JOIN A CLAN** – If you have an invitation to join a Clan, an icon will appear in the lower right corner of the screen. To accept the invitation, select it on the Invitations Menu and then select **Yes.**
- **LEAVING THE CLAN** – Select **Leave Clan** to give up your clan membership. If you are the only member, the clan will cease to exist.
- **POSTING NOTICES** – If you are the leader or an officer, you can post notices using the virtual keyboard. If you are a member of a Clan, you can read notices when you select the **View Notices** option.
- **LEAVING FEEDBACK** – To report offensive clan names or abbreviations, select **Clan Feedback** to show a list of all the clans you have played with during your session. After selecting a clan, you can choose **Offensive Abbreviation** or **Offensive Name.**

MULTIPLAYER SYSTEM LINK GAME

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

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



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"Enemies"
Performed by Xzibit
Produced by J-Beats
Album Title: Man vs. Machine
Courtesy of Loud Records, LLC.
By arrangement with Sony BMG Music Licensing.
Written by J. Jackson and A. Joiner
Published by Voco Music d/b/a Alexra Music o/b/o itself and Hennessey for Everyone Music (BMI)/My Own Way (ASCAP).
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"Where The Hood At"
Performed by DMX
Produced by Tuneheadz
Album Title: Grand Champ
Courtesy of Ruff Ryders/The Island Def Jam Music Group
under license from Universal Music Enterprises
Written by E. Simmons, D. Dean, K. Dean,
A. Hardy and M. Williams
Published by Universal Music Publishing Group o/b/o Boomer X Publishing Inc. and Swizz Beatz (ASCAP)/CAK Music, Inc. o/b/o itself, Cold Chillin' Music Publishing and Songs of Marl (ASCAP)Ryde or Die Publishing (ASCAP)/EMI April Music Inc. o/b/o itself and Dead Game Publishing (ASCAP).
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"Cerca de mi Neighborhood"
Performed by Tego Calderon
Produced by Tego Calderon
Album Title: El Enemy de los Guasibiri
Courtesy of El Abayarde Records, Inc.
Written by Tegui Calderon
Published by El Abayarde Music, Inc.
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"Run"
Performed by Ghostface Killah featuring Jadakiss
Produced by Rza
Album Title: The Pretty Toney Album
Courtesy of The Island Def Jam Music Group
under license from Universal Music Enterprises
Written by D. Coles, R. Diggs, J. Phillips and J. McElveen
Published by EMI April Music Inc. o/b/o itself, Justin Combs Publishing Co., Inc. and Jaewon's Publishing (ASCAP)/Careers-BMG Music Publishing, Inc. o/b/o Ramecca Publishing (BMI)
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"Black Steel In the Hour of Chaos"
Performed by Public Enemy
Produced by Hank Shocklee and Carl Ryder
Album Title: It Takes a Nation of Millions to Hold Us Back
Courtesy of The Island Def Jam Music Group under license from Universal Music Enterprises
Written by J. Boxley, W. Drayton, C. Ridenhour and E. Sadler
Published by Songs of Universal Inc. o/b/o Def America Songs, Inc. and Your Mother's Music, Inc.
(BMI)/Reach Global Songs (BMI)
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"Code of the Streets"
Performed by Gang Starr
Produced by DJ Premier and Guru
Album Title: Hard To Earn
Courtesy of Virgin Records America, Inc.
under license from EMI Film & Television Music
Written by K. Elam, C. Martin and R. Russell
Published by Universal Polygram International Publishing Inc. (ASCAP)/EMI April Music Inc. o/b/o itself, Gifted Pearl Music and III Kid Music (ASCAP)
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"Ghetto Star"
Performed by 2Pac featuring Nutso
Produced by GO Twice
Album Title: Better Dayz
Courtesy of Interscope Records
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Written by T. Shakur, S. Cole and G. Banks
Published by Universal Music Corp. (ASCAP)/Nuttso Publishing (ASCAP)/A Gee In Tha Bank Publishing (ASCAP)
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"Criminal Minded"
Performed by Boogie Down Productions
Produced by Scott La Rock
Album Title: Criminal Minded
Courtesy of Bun Bun Music
Written by S. La Rock, L. Parker and J. Thomas
Published by Bun Bun Music (ASCAP)
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"Dark Corner"
Performed by Jay Live
Produced by J Row
Album Title: Unreleased Track
Courtesy of Recognize Reel Records
Written by J. Burris and J. Robey
Published by Live Lil' J Music (ASCAP)/J Row Ya (ASCAP)
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"Bad Company"
Performed by Grafh
Produced by The Arkitects
Album Title: Unreleased Track
Courtesy of Epic Records under license
from Sony BMG Music Entertainment
Written by P. Bernard, S. Campbell and M. Leathers
Published by EMI April Music Inc. o/b/o itself and Boozshi Publishing (ASCAP)/Phil Clinton Publishing (SESAC)
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"Yes, Yes, Y'all"
Performed by Geto Boys
Album Title: The Foundation
Produced by Scarface for Skinny Gangsta Music
Courtesy of Rap-A-Lot Records
Written by B. Jordan and W. Dennis
Published by N-The-Water Publishing, Inc. (ASCAP)
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"Nolia Clap"
Performed by UTP Playas
Album Title: Nolia Clap
Produced by XL for XL Production,
Slice T for Slice of Life Production & Juvenile
Courtesy of Rap-A-Lot Records
Written by C. Nicholas, T. Gray, D. Grison and D. Robertson
Published by Breka Music Publishing (BMI)
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"God With the Flow"
Performed by Aasim featuring Jae Millz
Produced by P Money
Album Title: Unreleased Track
Courtesy of Bad Boy Records
Written by L. Watson, J. Mills and P. Wadams
Published by EMI Blackwood Music Inc. o/b/o itself and Justin Combs Publishing Co., Inc. (BMI)/Grind Music Inc./Jae Millz Publishing (BMI)/BTJ Publishing (BMI)
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"Yes Sir"
Performed by Guerilla Black
Produced by Gabriel Rene for Renessiance Productions
Album Title: Guerilla City
Courtesy of Virgin Records America, Inc.
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Written by Charels Williamson and Gabriel Rene
Published by Dollar Figga Music (ASCAP) & Renessiance Publishing (ASCAP), administered Reach Global, Inc.
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"Black Cop"
Performed by KRS-One
Produced by KRS-One
Album Title: Return of the Boom Bap
Courtesy of Jive Records.
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Written by L. Parker
Published by Zomba Enterprises Inc. (ASCAP)
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"More or Less"
Performed by Shyne
Produced by Kanye West
for Konman Entertainment/Roc The World
Co-Produced by Brian "Allday" Miller for U&C Music
Album Title: Godfather Buried Alive
Courtesy of The Island Def Jam Music Group
under license from Universal Music Enterprises
Written by J. Barrow, K. West, B. Miller,
F. Gorman and J. Bradford
Published by Universal Polygram International Publishing Inc. o/b/o Solomon's Works, Inc. (ASCAP)/EMI Blackwood Music Inc. o/b/o Please Gimme My Publishing/Stone Diamond Music Corp. (BMI)/Jobete Music Co., Inc. (ASCAP)/
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"To the Finish"
Performed by Jackpot
Produced by Jackpot
Album Title: Unreleased Track
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Written by C. Moore
Published by Publishing Designee of Christopher Moore
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"In the City"
Performed by Franchize
Produced by Nomadic (K. Gallu-Badat) for Nomadic Trackz
Album Title: Unreleased Track
Courtesy of Nomadic Trackz and Nathaniel Stroman
Written by N. Stroman and K. Gallu-Badat
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"Shot-gun"
Performed by Blaze feat/Esham and ABK Colton Grundy
Psychopathic Records
Written by Madrox & Blaze, ABK, and Esham Produced by Lavel
Published by Psychopathic Music Publishing Ltd.
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Performed by Locura Terminal
Infierno a La Gloria
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"Prisonero"
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"Freeze's Anthem"
Performed by Pook Diesel
Produced by PMG
Album Title: 7 Days in the Life of Pook Diesel
Courtesy of PMG
Published by: Pook's Shizzle (ASCAP)/Fat Frequencies (ASCAP)/Smothered and Covered Music (ASCAP)
Written By Paul Watson III, Tony Minter and Richard Garcia
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"You Got Life"
Performed by Shade Sheist & N.U.N.E.
Produced by The S.O.C.
Album Title: Unreleased Track
Courtesy of Red Handed Recordings
Written by H. Ansari, C. McCauley and T. Thompson
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Written by Blaze & Lavel
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"Jellysickle"
Performed by Tech N9ne featuring E-40
Produced by Rick Rock
Album Title: Everready (The Religion)
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Written by A. Yates, R. Thomas and E. Stevens
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Performed by Tech N9ne
Produced by Rick Rock
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"On the Run"
Performed by Yukmouth
Produced by Yong Fifty
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Courtesy of Rap-A-Lot Records
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