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- (ii) Using language, selecting names or creating any other content that is racially, ethnically or religiously offensive, sexually abusive, obscene or defamatory; and any content that is commercial in nature such as advertisements, solicitations and promotions for goods or services;

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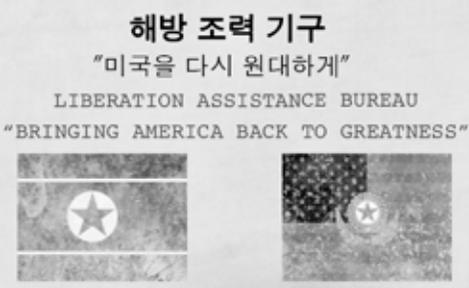
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INSTALLATION INSTRUCTIONS

Boxed Copy Installation

If you purchased a boxed copy of *Homefront™*, insert the DVD-ROM into your drive. Select your language, and then install the game. You will be prompted during the installation to install Steam if you do not yet have it installed, and then it will ask you to login to your Steam account. Follow the onscreen instructions to finish the installation. You must be connected to the Internet during this initial installation process.

If prompted for your Product Key, please note it is located on the back of the manual cover.

Steam Installation

For purchases of *Homefront™* through Steam's online storefront, the game will automatically appear in your Games list. Click on the *Homefront™* title to bring up the game page.

Click on the Install button at the top of the page to begin installation.

You can also choose to add a box copy of *Homefront™* purchased through a store to your Steam account. From the Games tab, click on "Activate a Product on Steam..." and agree to the Terms of Service. Enter your product key into the provided line and click on Next. You can now download and play your copy of *Homefront™* as if you had purchased it directly from within Steam.

DIRECTX 9 REQUIRED

You are required to have DirectX version 9.0c (included on the installation disc) or later to play *Homefront™*.

TROUBLESHOOTING

Please refer to the Readme file included on the DVD-ROM for the latest information regarding troubleshooting and technical support.

GAME CONTROLS

KEYBOARD/MOUSE CONTROLS

INFANTRY CONTROLS

Look/Aim.....Mouse
Sprint.....SHIFT
Move Forward/Back/Left/Right..... [W]/[A]/[S]/[D]
Melee Attack.....[V]
Jump.....Spacebar
Crouch.....Left CTRL



Prone.....[Z]
Pick Up Weapon/Use/Enter or Exit Vehicle[E] (hold)
Reload.....[R]
Weapon Swap.....Mousewheel Up/Down
Aim Down Sight.....Right Click
Primary Fire.....Left Click
Special Explosive.....[F]
Frag Grenade.....[G]
Buy Special Weapon 1/2 (Multiplayer Only).....[4]/[5]
Equip Attachment.....[3]
Open Scoreboard (Multiplayer Only).....TAB
Pause.....ESC
Squad Browser.....[U]
Battle Chat/Issue Order/Spot.....[O]
Map.....[M]
Demo Recording: enable mouse control.....Alt
Say All.....[J]
Say Team.....[K]
Say Squad.....[L]

Ground Vehicles

Look/Aim.....Mouse
Turbo Boost.....SHIFT
Accelerate/Reverse.....[W]/[S]
Steer.....[A]/[D]
Activate Countermeasures.....[F]
Enter or Exit Vehicle[E]
Zoom (Weapon).....Right Click/[V]
Primary Fire.....Left Click
Select Vehicle Seat.....[F1] - [F4]
Cycle Camera.....[C]

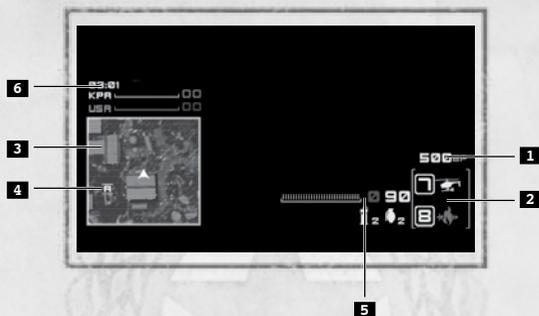
Aircraft

Look/Aim.....Mouse
Turbo Boost.....SHIFT
Ascend/Descend.....[W]/[S]
Yaw Left/Right.....[A]/[D]
Activate Countermeasures.....[F]
Enter or Exit Vehicle[E]
Zoom (Weapon).....Right Click
Primary Fire.....Left Click
Select Vehicle Seat.....[F1] - [F4]
Parachute.....SPACEBAR
Free Look.....Left Ctrl



HEADS-UP DISPLAY (HUD)

INFANTRY



1. Battle Points Earned
2. Battle Points Purchase Slots
3. Mini-Map – shows immediate area with enemies and capture points
4. Objective Points – shows location and distance to objective point (not used in TDM)
5. Ammo Count – shows remaining ammo for currently selected weapon as well as number of frag grenades and special explosives
6. Match Info – Includes time left in match, score and rounds won

Other Items On the HUD

Weapon Crosshair

Damage Indicator – shows direction from which you are taking damage

Grenade Warning – shows direction of grenade threat

Under Barrel Attachment (if equipped)



MAIN MENU

SINGLE PLAYER

Start a new campaign, resume a previously saved campaign or replay missions already unlocked. *Homefront™* utilizes a checkpoint save system to automatically save your progress. Select Save and Quit from the Pause Menu to save your progress and return to the Main Menu from within a game.

MULTIPLAYER

Engage in multiplayer battle with friends and strangers across a variety of game modes.

QUICK MATCH

Instantly join an online or LAN match.

JOIN GAME

Join an Online or LAN game. You may also use the Friends Only and Favorites tab to quickly find games with friends. Use the Filters to further sort the available games to your liking.

CREATE GAME

Create and host your own multiplayer game selecting the Game Type, arranging the Map Queue and setting other game-specific settings. As host, you may also use the Record Game feature.

ARMORY

Assign Battle Points Purchase Slots, weapons, attachments, infantry abilities, vehicle loadouts and more for Multiplayer games. Also view your current Level Progress and rank.

SERVICE RECORDS

View your Multiplayer progress including Challenges, Leaderboards, Achievements and Weapon Stats.

RECORDED GAMES

Select and play back previously recorded games you have saved.

PRACTICE MAP

Launch a map to hone your skills with Homefront's vast array of weaponry and vehicles.

OPTIONS

Adjust Controls, Gameplay and System Settings.

EXTRAS

View the credits for *Homefront™* and enter Retail Codes.

ACHIEVEMENTS

View Achievement progress on your Steam Profile.



PAUSE MENU

Press ESC any time during gameplay to access the Pause Menu. From this menu, you can restart from the last saved checkpoint, access in-game options, view progress on Collectibles or save and quit to the Main Menu.

MULTIPLAYER

MULTIPLAYER GAME MODES

Engage in epic vehicular warfare and intense infantry skirmishes peppered with deadly drones.

GROUND CONTROL

Hold the line! Each team vies to control a line of objectives. Earn score as long as your team holds the objectives. When one team reaches the score limit, they win that round and the objectives move to a new area of the map. Win two rounds to win the game.

TEAM DEATHMATCH

The objective here is simple: hunt down and destroy the enemy by any means necessary. Claim victory by being the first team to reach the points limit before time expires or the highest scoring team when time expires.

BATTLE COMMANDER

Choose to play Battle Commander with either Ground Control or Team Deathmatch. Each team is assigned an AI-controlled Commander that will set up special missions and place bounties on players during a Multiplayer match.

BATTLE POINTS

Battle Points represent an in-match economy that awards you points for all your actions and allow you to adapt to changing battlefield conditions by purchasing weapons in-game. As opposed to XP, Battle Points are earned and spent within the current match and do not carry over to the next match.

Earn Battle Points by getting kills, assists and capturing objectives. Spend your Battle Points on in-game weapons like drones and airstrikes using **4** and **5**. Or, save your Battle Points and purchase a vehicle at the spawn screen.



BATTLE COMMANDER

Battle Commander is a constantly changing game mode that may be played along with Ground Control and Team Deathmatch. Players can use kill streaks to earn ability boosts and gain an advantage in battle. When facing an opponent who is on a streak of his or her own, players can earn Battle Points by hunting down those players and ending their streak.

INFANTRY KILL STREAK:

- ★ Flak Jacket
- ★★ UAV Scan
- ★★★ Increased Run Speed
- ★★★★ Increased Weapon Damage
- ★★★★★ Wallhack

MISSIONS

Players in Battle Commander missions always start at a base level of 1-Star. As gameplay progresses, the players will eventually become 5-Star. Complete the initial requirement for a mission to become the Instigator, or "Priority Threat." As the Instigator, you will earn bonuses for continuing your streak, including increased abilities and extra Battle Points.

Once assigned a mission, however, the enemy Commander will mark the Instigator as a Priority Threat and some of its troops as Hunters. Hunters are never given the exact location of their target, but they can view the general location of the Priority Target via the mini-map or an on-screen indicator.

As the Instigator becomes closer to 5-Star, more Hunters can be tasked toward its elimination. Once a Hunter kills the Instigator, they will receive a Bounty reward.

- **SAMPLE STREAK TYPES**
- **INDIVIDUAL KILL STREAK:** Get 3 kills without dying. •
 - Every additional 3 kills add a star ranking. •
 - **VEHICLE KILL STREAK:** Get 3 kills in a vehicle without •
 - being destroyed. Every additional 3 kills add a star •
 - ranking. •
 - **ASSAULT DRONE STREAK:** Your drone gets 3 kills without •
 - being destroyed. Every additional 3 kills add a star •
 - ranking. •
-



ADDITIONAL MULTIPLAYER FEATURES

Clan Support

Players can create or join clans and associate a clan tag with themselves via the Options menus. Clan tags are then prefixed to player names in matches which enables players to sort games by the number of their clan-mates present in each game. This will allow players to easily find members of their own clan.

Demo Recording Homefront provides players with a demo recording interface. To begin the demo recording process, the server admin will be required to select a checkbox option within the dedicated server tool. For players not running a dedicated server, there will be an option within the Create Game screen to begin their recording. Once this has been selected, the demo recording will automatically begin on match start. Upon playback, you can access an easy-to-use interface with the following features: Pause, Fast-Forward (1x, 2x, 4x), Free look, Ability to switch cam mode between individual players in: First Person & Third Person.

Battle Chat

Battle Chat allows players to issue specific commands (see command list below) to their squad or team via Fire and Zoom, defaulted to left and right mouse click (though, this can be mapped to a player's individual needs). Alternatively, by tapping the Battle Chat button, a player can issue commands from the default look option by targeting a specific object within the reticule. This functionality will allow you the freedom to move while issuing commands.

The following is a list of radial menu communication/commands (assuming communication options are mapped to left/right mouse click). This also includes the on-screen-text to be displayed (OST):

- **Fire:** Squad chat (send command to squad only) - Clicking left mouse button will engage chat with entire squad.
- **Zoom:** Team chat (send command to entire team) - Clicking right mouse button engages chat with entire team



Radial Menu Commands:

- Advance
- Retreat
- Hold
- Follow
- Backup
- Yes
- No
- Spot
- Pickup/Wait

Squad Switching

Squad switching allows players the freedom to switch squads at anytime during game play using the Squad Browser as well as within the spawn menu.

Squad-based Audio Communication

During team-based gameplay modes, squad communication is provided to help you organize and communicate gameplay strategies with the rest of your squad.



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Customer Service Department
29003 Agoura Road
Agoura Hills, CA 91301

THQ is not responsible for unauthorized returns of the Product and reserves the right to send such unauthorized returns back to customers.

Repairs after Expiration of Limited Warranty

After the ninety (90) day limited warranty period, the original purchaser of the Product in the United States and Canada is entitled to the replacement of defective Product for the following fees; provided that: (a) THQ receives the defective Product during the one (1) year period beginning on the purchase date of the sales slip or similar proof-of-purchase; (b) the dated sales slip or similar proof-of-purchase is provided to THQ with the defective Product; and (c) the original purchaser returns the Product at his own risk of damage, freight and insurance prepaid. A defective Product may be so replaced for US\$25.00. Make checks payable to THQ Inc. and return the Product along with the original proof of purchase to the address listed above.

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