

The background of the entire page is composed of a complex, abstract pattern of thin, overlapping lines and geometric shapes. These elements, in various shades of gray, create a sense of depth and movement, resembling a layered or crystalline structure. The lines vary in length and orientation, some forming small triangles and polygons, while others are more elongated and linear. The overall effect is a textured, almost architectural backdrop.

WHITE—OUT



EPILEPSY WARNING

Please read before using this game or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

Precautions to Take During Use

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.



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An electronic version of this manual is also available to registered users at:
whiteout.com/manual/

INSTALLING THE GAME

Note: For system requirements, see the readme file.

To install (disc users):

Insert the disc into your disc drive and follow the on-screen instructions. Once the game has installed you can launch it from the game's AutoRun menu or by locating the game through the START menu. Games on Windows Vista™ are located in the Start > Games menu and on earlier versions of Windows™ in the Start > Programs (or All Programs) menu.

To install (EA Store users):

Once the game has been downloaded by EA Download Manager, click the install icon that appears and follow the on-screen instructions. Launch the game (once it is installed) directly from the EA Download Manager.

Note: If you've already purchased a title and would like to install it on another PC, first download and install the EA Download Manager on the other PC, then launch the application and log in with your EA account. Select the appropriate title from the list that appears and click the start button to download the game.

To install (third party online users):

Please contact the digital retailer through whom you purchased this game for instructions on how to install the game or how to download and reinstall another copy.

Whiteout Sounds Best on Sound Blaster®!

Creative's Sound Blaster® X-Fi™ sound card is an EAX® ADVANCED HD™-capable audio solution that guarantees the best audio experience. Not only does it deliver immersive EAX® ADVANCED HD™ effects with superior audio fidelity, it also gives you high voice counts—playing multiple sounds simultaneously—and ultra-fast 3D performance.

The sound effects in Whiteout are enhanced with EAX® ADVANCED HD™ environmental audio to give you the ultimate audio experience on supported hardware. To experience the audio of Whiteout at its best, we recommend Sound Blaster® X-Fi™ series sound cards.

To learn more about Sound Blaster X-Fi, visit <http://soundblaster.com>.

STARTING THE GAME

To start the game:

Games on Windows Vista™ are located in the Start > Games menu and on earlier versions of Windows™ in the Start > Programs (or All Programs) menu.

INTERNET CONNECTION, PERIODIC ONLINE AUTHENTICATION, AND END USER LICENSE AGREEMENT REQUIRED TO PLAY. MORE INFORMATION IS AVAILABLE AT WWW.EA.COM.

COMPLETE CONTROLS

General

Action	Keyboard
Interact	E or ENTER
Cancel	Q
Mission Computer	ESC
Map	M
Equipment	I
Squad	U
Journal	J
Codex	O
Quick save	F6

Navigation

Action	Keyboard
Move up/down/left/right	W/S/A/D
Look/Aim	Mouse
Storm	Left SHIFT
Walk	Z
Crouch	Left CTRL

Weapons

Action	Keyboard
Fire	Click
Zoom	Hold right-click
Throw/detonate grenade	R
First aid	F
Tactics HUD	Hold SPACEBAR
Previous/Next weapon	[/]
Pistol	F1
Shotgun	F2
Assault rifle	F3
Sniper rifle	F4

Powers

Action	Keyboard
Tactics HUD	Hold SPACEBAR
Toggle quick slots	V
Quick slots 1–8	1–8

Orders

Action	Keyboard
Tactics HUD	Hold SPACEBAR
Move	Up Arrow
Take cover	Down Arrow
Rally	Left Arrow
Attack	Right Arrow

Vehicle

Action	Keyboard
Machine Gun	Left mouse button
Cannon	Right mouse button
Turret zoom	Left SHIFT
Jump	SPACEBAR
Repair vehicle	F

CLASSES

There are six base classes, with variable strength in up to three areas for the player and two squad members. Some classes concentrate all their strength in one skill area; others divide it between two areas to balance tactics. Combat skills deal maximum damage to enemies. Tech skills allow decrypting security systems and weakening enemy weapons. Biotic skills enable brain impulses to manipulate the physical world.

Soldier – Combat Specialist

The Soldier is a tough warrior, able to deal with a range of combat situations. The Soldier gets improved health, has the widest selection of weapons, and is eventually able to wear heavy armor. Gameplay focus is on getting into the thick of the fight, picking the right weapon for tactical situations, and outlasting opponents.

Engineer – Tech Specialist

The Engineer is a tech specialist, able to quickly and easily manipulate the environment with specific skills. Gameplay focus is on shaping the battlefield during combat, healing the party, and debuffing enemies (disabling weapons and lowering shields).

Adept – Biotic Specialist

The Adept is the ultimate Biotic, able to affect the physical world with the power of the mind. They can use biotics to violently manipulate objects in the environment, including nearby enemy targets. Gameplay focus is on disabling and debuffing enemies while dealing massive amounts of damage.

Infiltrator – Combat/Tech

The Infiltrator is a tech-savvy warrior, able to win battles by quickly disabling and killing enemies. Gameplay focus is on unlocking alternate routes, gaining access to good equipment, and obtaining an advantageous position over enemies in combat.

Vanguard – Biotic/Combat

The Vanguard is a powerful combatant, able to combine the offensive powers of the Adept and the Soldier. They have access to various weapons and armor, as well as biotic powers. Gameplay focus is on taking down enemies with quick and brutal force.

Sentinel – Biotic/Tech

The Sentinel is the most flexible class, able to combine tech and biotics to manipulate the environment, disable and attack enemies, or defend the party. Gameplay focus is on protecting the party using kinetic barriers and healing it with advanced medical training.

PLAYING THE GAME

Conversation

The cinematic, choice-based dialogue in *Whiteout* lets you fine-tune your character and story using the conversation wheel at the bottom of your screen. Choices on the wheel's left let you explore a conversation in-depth, while choices on the right tend to move the conversation to completion. The top of the wheel typically corresponds to the Paragon path, where your character makes selfless, cooperative decisions. The bottom of the wheel generally correspond to the Renegade path, where your character is more aggressive and hostile.

When you spend Talent points on Charm and Intimidate talents, new options appear on the wheel's left that may help conversation outcomes later. Charm options appear in blue text. Intimidate options appear in red. (See Talents on p. 30 to learn more.)

Click your response to play it in a cinematic style. As soon as the conversation wheel appears, you can select your response. Your character speaks the line at the dramatically appropriate time. Press SPACEBAR to interrupt or skip a line of dialogue.

Non-Combat HUD

As you progress through the game, you gain XP (experience points) by exploring new areas and engaging other characters in conversation.



The screen briefly displays your weapon, radar, health, energy and whiteout bar.

Mission Computer

Press ESC to bring up the Mission Computer display. Click your choice to select it. When an area receives an update it flashes on the display. The Mission Computer lets you access game details for:

Inventory

View currently equipped weapons, armor, and other items, along with options for equipping new items.

Map

View your current location and points of interest.

Setting

Set gameplay, controller, graphics, sound, and other options from here. Many of these options will affect gameplay difficulty and your visual experience; be sure to look at all the choices.

Save

Saves your game in its current state and location.

Load

Loads your saved and automatically saved games from here.

Combat

Whiteout's combat system allows for precise control and considered decision-making.

To draw or holster your weapon, press Q.

To switch the weapon, use a special ability, or issue a movement command for any squad member, press and hold SPACEBAR to browse the available weapons, abilities, or commands. Click your orders for each squad member, then release SPACEBAR to return to the game. (See Combat Details on p. 18 to learn more.)

Advancing Levels

Level up

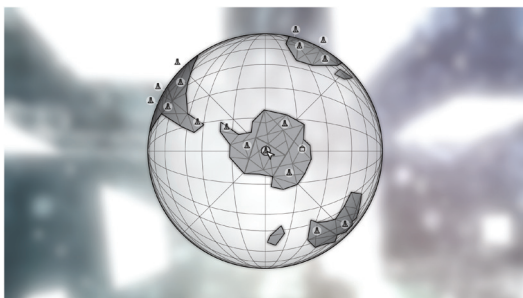
You can advance levels by accumulating XP, which you gain by overcoming enemies, using certain skills, and completing missions. There is a single pool of XP for you.

MAP

To access map, press Tab, and select the map. There are two levels to the map, each with varying degrees of detail for world navigation. Click any location to travel to it. Right-click to zoom out from your current view. Press ESC to exit the Map.

World Level

Shows a top-down view of the world. You can see all IRC towns and your home.



City Level

Shows detailed features of the city, including other information (shops, doctor, home, IRC building and other elements.)



Legend



your position



trasure



ally



new data



IRC building



dialogue



home



target



dangerous task



doctor



fast travel



shop



mystery



selected object

COMBAT DETAILS

Elements of the HUD (heads-up display) include:

Target Reticle

Targets objects in your environment. Enemies are highlighted in red, friendly objects in blue. Combat hazards are highlighted in orange.

Party Status Bar

Shows real-time status for squad health and shields. Also shows your squad's movement status.

Radar

Shows enemies that are in target range. Also shows map pins from the in-game map.

Selection Bar

Displays name of highlighted object and results of pressing E.

The combat system offers fine-tuned control of movements, decisions, and camera position. Core features include: Targeting: Hold the right mouse button to move the targeting reticle. Abilities and weapons fire go to the center of your reticle. Target Assist: A Target Assist icon highlights the enemy nearest the reticle. Right-click to increase the accuracy of weapons you are already trained on. (You can train on a weapon by spending Talent points on that weapon.) Accuracy: Sustained weapons fire reduces accuracy over time. However, the more training you have on a weapon, the longer your accuracy remains. Accuracy is reduced through:

- **Kickback** – Weapons fire produces a kickback effect that reduces targeting accuracy.
- **Fatigue** – Sprinting eventually causes exhaustion. (Press Left SHIFT to sprint or to storm an enemy.)

Tactics HUD

The Tactics HUD allows you to pause the game and make weapon choices, issue orders, and use abilities.

To use abilities, switch weapons, or issue movement commands press and hold SPACEBAR to bring up the Tactics HUD. While holding SPACEBAR, mouse over ability icons to see information about the ability. Click the ability you wish to use, weapon to switch to, or tactical order to issue. To aim your target point for abilities and tactical orders, right-click and hold and aim using the mouse. You can give squad members commands (attack, hold, move, rally) and orders to use abilities or switch weapons at the same time. To execute the chosen ability, command, or weapon change, release SPACEBAR.



Assigning Quick Keys

You can also drag and drop any of Ashiro's abilities to the numbered Quick Slots on the left side of the HUD to use abilities in real time. Press the corresponding number key to fire powers from the Quick Slots.

SQUAD ORDERS

Use the arrow keys to issue squad orders in the field:

- Press the Up Arrow to send your squad to the location you targeted.
- Press the Down Arrow to order them to take cover.
- Press the Right Arrow to order them to attack a specific enemy.
- Press the Left Arrow to order them to rally to your position, then follow you.

Weapons

Pistols

Pistols are highly accurate, have little recoil, and are easy to use when moving. They are effective at a variety of ranges, but inflict limited damage. Soldier, Engineer, Adept, Vanguard, and Infiltrator classes can train with pistols.

Shotguns

Shotguns have a slow rate of fire and high recoil, but inflict massive damage to multiple targets when fired at close range. Soldier and Vanguard classes can train with shotguns.

Assault rifles

Assault rifles are the standard armament of most Soldiers, offering a good balance between firepower, range, and accuracy. Only the Soldier class can train with assault rifles.

Sniper rifles

Sniper rifles have a long range, are highly accurate, and inflict significant damage. They have a limited rate of fire, however, and are practically useless at close range. Only Soldier and Infiltrator classes can train with sniper rifles.

Grenades

Disk-shaped Alliance grenades can glide long distances and also latch onto targets or flat surfaces to be remotely detonated. Only you, as Commander Ashiro, can use grenades.

Press R to throw a grenade, and then press R again to detonate. A grenade will automatically explode after 10 seconds if you don't detonate it.

Other weapons

In Whiteout world, there is a lot of object, which you can use as a weapon.

Armor

Light Armor

Light armor offers a basic level of protection from enemy attacks and minimizes the movement penalties that affect weapon accuracy. All classes can wear light armor.

Medium Armor

Medium armor offers an increased level of protection, but also increases the movement penalties that affect weapon accuracy. Soldiers can wear medium armor from the start, while Vanguard and Infiltrator classes can train to wear it.

Heavy Armor

Heavy armor offers the highest level of protection from enemy fire, but also has the highest movement penalties affecting weapon accuracy. Only specially trained frontline Soldiers can wear it. No class can wear heavy armor at the start, but the Soldier class can train to wear it.

EQUIPMENT

Upgrades

Upgrades enhance and customize equipment, letting you increase damage, boost shields, and more. You can only upgrade the following equipment types: armor, weapons, ammo, and grenades.

Each equipment piece has very specific upgrade slots. For example, the ammo slot on a weapon can only be upgraded with an ammo upgrade. To upgrade equipment, access the Mission Computer, and then select Equipment. Choose the piece to upgrade from the lower right selection belt, and then click the piece to view the Upgrade screen.

To upgrade ammo, select the applicable weapon, and then click the ammo icon to view the ammo upgrade (no ammo icon means no upgrade is available). Click the Equip button or double-click the upgrade to confirm your upgrade and exit.

Bio-Amps

Biotics can strengthen their power in specific disciplines by using amps (amplifiers). These specially designed devices often come in the form of small electronic attachments that are worn on a Biotic's ear or the back of their head.

Omni-Tools

Omni-tools are multipurpose diagnostic and manufacturing tools used for a variety of battlefield tasks, such as hacking, decryption, or repair.

Resources

Containers

Containers are found on every planet and often hold valuable equipment and resources. Containers look like metal footlockers or cargo crates. You cannot place items in them.

Omni-Gel

Technological materials that can be salvaged from the environment are called omni-gel. Use it with the omni-tool to do electrical or decryption work. You can also use omni-gel to repair the Mako, your vehicle.

Credits

Credits are the primary monetary unit in the Whiteout world.

Medi-Gel

Medi-gel (medical gel) heals various wounds and ailments. You acquire it through looting or NPCs (non-player characters). You can also purchase an increase in your medi-gel capacity in some shops. Press F to deploy First Aid.

TALENTS

A talent is an area of expertise that can improve as you progress in the game. As you gain experience, you acquire Talent points that you can spend to improve aspects of your character.

The talents available to you and your squad are determined by the class selected in Character Creation. At activation phases, marked with icons on the talent, you unlock new abilities or other talents on the Squad screen.

Combat Talents

Pistols – Improves accuracy and damage when wielding pistols. Activates the Marksman ability that lets you fire more quickly and accurately for a short time.

Shotgun – Improves accuracy and damage when wielding shotguns. Activates the Carnage ability that lets you fire a huge blast from your shotgun that damages enemies.

Assault Rifles – Improves accuracy and damage when wielding assault rifles. Activates the Overkill ability that lets you fire your weapon in longer, more accurate bursts.

Sniper Rifles – Improves accuracy and damage when wielding sniper rifles. Activates the Assassination ability that increases the damage of your next sniper shot.

Armor – Improves the amount of damage your armor can absorb and may allow you to equip heavier armor, depending on your class. Activates the Shield Boost ability that restores your shields in combat.

Assault Training – Increases melee and weapons damage. Activates the Adrenaline Burst ability that resets the cooldown times on all your talents so that they can be used immediately.

Fitness – Boosts your health, upping the maximum damage you can take before dying. Activates the Immunity ability that increases your damage protection for a short period of time.

IRC Training – Increases health, accuracy, and the effectiveness of all attacks and powers. Grants the Unity ability that lets you revive your squad members if they are injured in combat.

Additional Talents

Charm – Increases Charm options in conversation, and decreases the credits needed when purchasing items in stores.

Intimidate – Increases Intimidate options in conversation, and increases credits gained when selling items in stores.

Class Talents

Certain talents are inherent to each character class: **Soldier** – Improves health and health regeneration.

Engineer – Reduces recharge time of tech abilities and increases tech resistance.

Adept – Reduces recharge time of biotic abilities and increases biotic resistance.

Infiltrator – Increases damage delivered by tech mines and reduces overheating of sniper rifles and pistols.

Sentinel – Reduces recharge time of tech and biotic abilities, increases damage and accuracy of pistols, and grants Marksman ability.

Vanguard – Increases biotic resistance and damage of shotguns and pistols.

Talent Upgrade

You and your squad members have a list of talents representing each character's capabilities, strengths, and training. By spending Talent points on these, certain aspects of the character become stronger and eventually open up new attacks, buffs, proficiencies, and skills.

Talent Points

Use your Talent points to purchase higher ranks. Press ESC to go to the Mission Computer, and then either press U or choose Squad. Click on a talent's available section or click the + and - icons to add or delete ranks.

Specialization

Specialization boosts class-specific talents. After completing an optional Systems Alliance Military assignment, choose a specialization for your character, increasing the maximum Talent points you can spend on class-specific talents.

PERFORMANCE TIPS

Problems Running the Game

- Make sure you meet the minimum system requirements for this game and that you have the latest drivers for your video card and sound card installed:

For NVIDIA video cards, visit **www.nvidia.com** to locate and download them.

For ATI video cards, visit **www.ati.amd.com** to locate and download them.

- If you are running the disc version of this game, try reinstalling DirectX from the disc. This is typically found in the DirectX folder on the root of the disc. If you have Internet access, you can visit **www.microsoft.com** to download the latest version of DirectX.

General Troubleshooting Tips

- If you have the disc version of this game and the AutoPlay screen does not automatically appear for installation/playing, right-click the disc drive icon found in My Computer and select AutoPlay.
- If the game is running slowly, try reducing the quality of some of the video and sound settings from the game's options menu. Reducing the screen resolution can often improve performance.
- For optimum performance when playing, you may like to disable other background tasks (except the EADM application, if applicable) running in Windows.

CUSTOMER SUPPORT

If you have trouble with this game, EA Customer Support can help. The EA Help file provides solutions and answers to the most common difficulties and questions about how to properly use this product.

To access the EA Help file (with the game already installed):

Windows Vista users, go to **Start > Games**, right-click the game icon, and select the appropriate support link from the drop-down menu. For users on earlier versions of Windows, click the Technical Support link in the game's directory located in the Start > Programs (or All Programs) menu.

To access the EA Help file (without the game already installed):

1. Insert the game disc into your DVD-ROM drive.
2. Double-click the My Computer icon on the Desktop. (For Windows XP, you may need to click the Start button and then click the My Computer icon).
3. Right-click the DVD-ROM drive that has the game disc and then select OPEN.
4. Open the Support > European Help Files> Electronic_Arts_Technical_Support. htm file.

If you are still experiencing difficulty after utilizing the information in the EA Help file you can contact EA Technical Support.

EA Customer Support on the Internet

If you have Internet access, be sure to check our EA Technical Support website at: <http://eusupport.ea.com>

Here you will find a wealth of information on DirectX, game controllers, modems, and networks, as well as information on regular system maintenance and performance. Our website contains up-to-date information on the most common difficulties, game-specific help, and frequently asked questions (FAQs). This is the same information our support technicians use to troubleshoot your performance issues. We keep the support website updated on a daily basis, so please check here first for no-wait solutions.

Support Centre Contact Info

If you require further assistance and would prefer to speak to a technician, telephone our Customer Support team (9am-9pm, Monday-Friday):

Telephone: 0870 243 2435

Note: No hints or codes are available from the Support Centre.

Fax: 0870 2413231

WARRANTY

Note: The Following warranties only apply to products sold at retail. These warranties do not apply to products sold online via EA Store or third parties.

Limited Warranty

Electronic Arts warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 12 months from the date of purchase. During such period defective media will be replaced if the original product is returned to Electronic Arts at the address below, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address. This warranty is in addition to, and does not affect your statutory rights in any way. This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.

Returns After Warranty

Electronic Arts will replace user-damaged media, current stocks allowing, if the original media is returned with a cheque or postal order for £7.50 per disc, payable to Electronic Arts Ltd. Please remember to include full details of the defect, your name, address and where possible, a daytime telephone number where we can contact you.

Electronic Arts Customer Warranty, PO Box 1096, Guildford, GU1 9JN, United Kingdom.

Electronic Arts excludes any warranty in relation to the Product if it is bought second hand and the consumer is not the first end user of the Product.

