MIB
ALIEN CRISIS
™

Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

Connecting

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

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

STARTING THE GAME

Congratulations on being invited to join Earth's exclusive order of elite operatives. You are no longer working in the system, for the system, or against it. You are above the system. You are now one of "them", you are "they", you are one of the Men in Black.

Men In Black: Alien Crisis is a hybrid, on-rail shooter with 3rd person control and cover system. Get ready to experience exciting shootouts, high-speed chases, stealthy infiltrations, and witty investigations. Or in other words, another action-packed day in the life of a Men In Black agent.

MODES OF PLAY

STORY – Follow the story of Peter Delacoeur, art thief and conspiracy theorist, as he stumbles up an intergalactic mystery that introduces him to a whole new world of danger and intrigue!

V.R. CHALLENGES – Pick from 6 virtual reality shootout missions and track scores via online leaderboards. Each challenge has a target score/time to unlock the next challenge. Performance will be rewarded up to 5 stars. The weapons available in the challenges are those that have been unlocked in the story mode, so make sure to come back when new guns are unlocked to beat a previous score!

MP V.R. CO-OP MISSIONS – Agents work best in a team. Choose from 2 player split screen co-op challenges, or compete in 4 player hotseat challenges to see who can score the most points in each challenge level. Try to finish score combos started by other players to steal their points. The player with the highest score wins!

IMPORTANT INFORMATION FOR INSURING THAT YOUR TOP SHOT ELITE IS PROPERLY CONFIGURED FOR YOUR ENTERTAINMENT CENTRE.

- Unlike previous Top Shot Elite games, it is not necessary to aim down the gun sights. Please find a comfortable position to hold the Top Shot Elite and aim by moving the targeting cursor on the screen.

- Make sure that the game knows whether the sensor bar is above or below the TV by accessing the gameplay options in the main menu (MAIN MENU > OPTIONS > GAMEPLAY > SENSOR BAR POSITION).

- Aim sensitivity can be adjusted in the gameplay options screen (MAIN MENU > OPTIONS > GAMEPLAY > AIM SENSITIVITY). Higher sensitivity means less movement is required to move the cursor. Make sure that the entire screen can be accessed, and that movement is comfortable.

- Stand at least 6 feet away from the screen for best results. Larger screens may require more distance or increased sensitivity.

CONTROLS

XBOX 360 CONTROLLER

ACTION LIST	INPUT
Move	LS
Fire	RT
Secondary Fire	LT
Look	RS
Change Weapon	D-Pad
Change Attachment	Hold A Button + D pad
EMP (chase)	LT
Homing Missile (chase)	LT
Enter/Exit Scan Mode	Y Button
Dodge	LS Direction + RB
Enter Cover/Exit Cover	LB
Switch Cover (only available while in cover)	LS Direction + RB
Reload	X Button
Zoom	RS Button
Pick Collectibles	Crosshair Over
Pause	START Button
Upgrade Menu	BACK Button
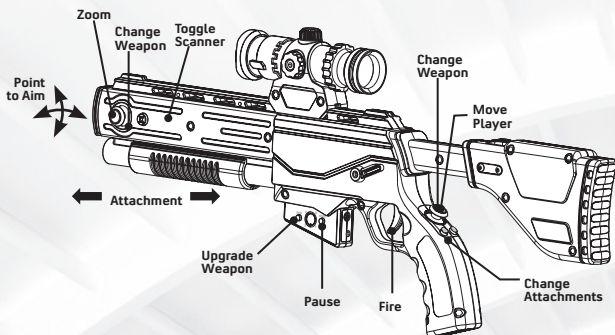
TOP SHOT ELITE

ACTION LIST	INPUT
Fire	Trigger
Attachment	Hold Pump
Point to aim	
Change weapon	D-Pad
Change Attachment	Hold A + D-Pad
Toggle Scanner	Y Button
Move Player	LS
Dodge (when out of cover)	LS Direction + Y Button
Enter Cover/Exit Cover	Click LS
Switch Cover (when in cover)	LS Direction + Y Button
Zoom	Click RS
Pause	START Button
Upgrade Menu	BACK Button

HOW TO PLAY

MOVEMENT – Agent movement is different in each game mode.

- **Shootout and Stealth modes** – Agents move automatically along a series of nodes. Each node requires the agent to eliminate all targets before proceeding to the next node. An agent is free to move laterally along each node to attack and take cover.

- **Chase** – An agent can control the targeting reticule with the [left stick]. The car will automatically follow the reticule around the screen. The car speed is automatic so focus can be on shooting and dodging objects in the environment.

- **Investigations** – Investigation modes with movement will allow the agent to walk around the scene with the [left stick] to freely explore and look for clues and people to interrogate.

SHOOTING – There are two modes of fire that every agent has at their disposal: the gun in their hand, and their selected agent attachment. Attachments offer a variety of ways for an agent to even the odds in the field. Attachments unlock during the story mode of the game and range from an energy shield and protective bubbles for trapping civilians, to special anti gravity grenades for exposing enemies behind cover, and ice beams for freezing them in their tracks. The most resourceful agents use a combination of attachments for maximum style and points!

COVER SYSTEM – Every shootout and stealth level provides multiple objects that can be used as cover. Follow the on-screen prompts when near objects to take cover from enemy fire and camera sight. When in cover, follow the on screen prompts to peek out from the side or above the cover to shoot at enemies accurately or fire blindly from cover for less accuracy but more protection from return fire.

SCANNING – Press the Y Button to use the scanning feature that is standard in all the new agent sunglasses. Use this mode to discover aliens hiding in public, find object clues, and expose the weak points of bosses.

SCORES AND COMBOS – Each time that an enemy is neutralized the agent will receive a number of combat points. Common enemies give a small amount of points, while larger enemies and bosses give more points. Combat points are increased by multipliers which increase by performing combos and shooting enemies. Combos are earned by defeating multiple enemies in a row, and using special attachments or combinations of attachments before shooting them. Beware! Taking damage from enemies will reduce your combo. Knowledge of combos is essential for reaching maximum scores in the V.R. Missions and Co-op competitions.

HEALTH – Agents take damage in the field by getting hit by enemies. Players can hide behind cover to slowly refill their health, or aim at health pickups that appear from defeating certain enemies.

EXPOSURE – MIB regulations require that earth's civilians remain unaware of the alien presence living here. The exposure meter shown on screen during shootouts and chase sequences shows the level of awareness the local population has of the current situation. A resourceful MIB agent must use all necessary means to keep this exposure meter from filling up. A full meter means game over.

The exposure meter increases when the player destroys objects in the environment, fails to trap civilians in a protective bubble for post-action neutralization, or accidently shoots near civilians.

WEAPON UPGRADES – An agent may find weapon upgrades from defeating certain aliens or finding them in the field. These upgrades can be applied to unlocked agent weapons for improved accuracy and damage. To access the weapon upgrade screen, press the Back Button.

STEALTH – Some missions require agents to remain unseen to aliens and civilians. An elite agent will be able to remain undetected by moving quickly to cover, and eliminating security cameras and patrolling enemies. Remember that if a security camera sees a patrol being neutralized, they will raise an alarm so always make the camera a priority!

HUD

- **Health:** The agent's health is represented in the HUD by a meter and also by a full screen effect.
  - The health meter will update when the agent has taken damage, uses a health pack, or recharges to full health.
  - Screen effects will be used to easily show an agent how close they are to being neutralized.
- **Weapon Information:** The weapon's ammunition numbers show the ammo loaded in the current equipped weapon and the total available ammo for that weapon.
- **Crosshairs**
  - **Firing:** The crosshair elements have animations showing each type of fire available. For example: the crosshair will rotate when firing, or scale and change its' colour when charging the weapon.
  - **Reloading:** The crosshair animation matches the duration of the weapon reload process.
  - **Shooting not possible:** The crosshair becomes grey when an agent cannot shoot what is being pointed at.
  - **Weapon spread:** The crosshair also shows how precise the currently equipped weapon is.

- **Contextual actions:** When a contextual action can be triggered a message will appear on the screen showing the button that must be used and a text that describes the contextual action. E.g. "[Use button] Switch".
- **Score:** The score information has 3 parts:
  - **The total score:** Represented by the number in the top-right corner of the screen.
  - **The total multiplier:** Placed under the total score.
  - **The individual score:** When an enemy is neutralized a combat point icon will appear showing the reward amount.
- **Receive Item Notification** – Whenever an agent finds a new item, a graphical representation and its description will appear in the lower right corner of the screen above the weapon information.
- **Grenade Indicator** – When the agent is in the proximity of a grenade, an icon will appear in HUD showing the approximate position of the grenade in the game world.
- **Exposure** – A meter that measures MIB exposure to the outside world.

CUSTOMER SUPPORT

http://www.activision.com/support

Our support section of the web has the most up-to-date information available including links to patches that can be downloaded free-of-charge. We update the support pages daily so please check here first. By going to the Answers section and selecting the platform and game you can view the frequently asked questions. If you don't find your question there try using a keyword.

Email and Phone Support

Please consult the web for the most up-to-date contact information and opening hours for your country and language. Only technical support will be provided; hints, codes and cheats are not supported.

Note: Please do not return any game directly to Activision without first contacting Customer Support. It is our policy that game returns or refunds must be dealt with by the retailer or online site where you purchased the product.

UK

Ask a Question:	http://activision.custhelp.com
Phone:	+44 845 5280 269 (local rate)
Opening hours:	Monday through Friday from 10 am – 8 pm GMT
	Saturday from 12 pm – 6 pm GMT

Ireland

Ask a Question:	http://activision.custhelp.com
Phone:	01 9036 586 (local rate)
Opening hours:	Monday through Friday from 10 am – 8 pm GMT
	Saturday from 12 pm – 6 pm GMT

PRODUCT LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: USE OF THIS PRODUCT IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PRODUCT" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PRODUCT, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION PUBLISHING, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Product solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Product is licensed, not sold. Your license confers no title or ownership in this Product and should not be construed as a sale of any rights in this Product.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Product and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Product) are owned by Activision or its licensors. This Product is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Product contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming centre or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Product available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Product, or any copies of this Product, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Product, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Product.
- Export or re-export this Product or any copy or adaptation in violation of any applicable laws or regulations.

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PRODUCT, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PRODUCT. SOME STATES/ COUNTRIES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Product and all of its component parts.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.