"THE EDGE IS WHERE YOU FIND OUT WHO YOU REALLY ARE..."

The near future. In a city trying to forget its past. Crime is nearly gone. Surveillance is pervasive. The old marks of civil violence, of strife, are now covered over or memorialized. Most people are content, ignorant, and docile. Few even remember the "bad" old days anymore.

But Faith does. She grew up watching the city change. Her family even joined the campaign to stop it until, one by one, they all gave up or gave in. That's when Faith started running.

Four years later, she's found a kind of freedom as a Runner, a special breed of courier navigating the fringes of society to transport packages, data, whatever. Things the city's masters would instantly smother if they went through normal channels. Running on the mirror's edge, always one step away from death, is the one thing that makes Faith feel truly alive… and beyond the reach of the city's stifling authority.
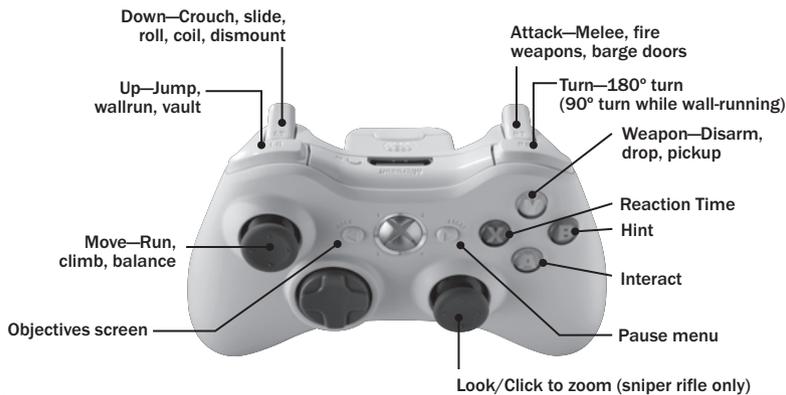
Until now.

COMPLETE CONTROLS

These are the default controller settings. To change your controller scheme or adjust sensitivity, select OPTIONS in the main menu, then select CONTROLS.

GENERAL GAMEPLAY

LT

RT

LB

RB

Y button

X button

B button

A button

left stick

BACK button

START button

directional pad

right stick

Xbox Guide

Down—Crouch, slide, roll, coil, dismount

Up—Jump, wallrun, vault

Attack—Melee, fire weapons, barge doors

Turn—180° turn (90° turn while wall-running)

Weapon—Disarm, drop, pickup

Reaction Time

Hint

Move—Run, climb, balance

Interact

Objectives screen

Pause menu

Look/Click to zoom (sniper rifle only)

SETTING UP THE GAME

Before you start your first run, set up a gamer profile to save all of your memorable achievements and fastest times.

GAMER PROFILE

Create a gamer profile to track achievements and save all game progress. A gamer profile must be created in order to play Xbox LIVE®.

➤ To create a new gamer profile, press ⓧ to bring up the Xbox Guide. Highlight CREATE NEW PROFILE and press Ⓐ. Create a profile name using the virtual keyboard.

➤ After you create a gamer profile and save it to a storage device, you can customize your profile and set personal settings. When you are signed in with your gamer profile, your achievements are automatically tracked and you can save your game progress.

NOTE: Only one gamer profile can be active at a time. In order to activate a gamer profile, you must press Ⓑ at the *Mirror's Edge*™ title screen (using the Xbox 360™ Controller associated with your gamer profile). To activate another gamer profile, the active gamer profile must first be signed out and then you can sign in with another gamer profile at the title screen. Any progress that has not been saved to an active gamer profile will be lost when you sign out or change the active gamer profile.

> **GAMER PROFILES**
> Keep track of your personal stats and accomplishments with a Gamer Profile. An active Gamer Profile saves career achievements, time trial runs, and more to the Xbox 360 Hard Drive or Xbox 360 Memory Unit.

PLAYING THE GAME

In *Mirror's Edge* you play Faith, a Runner who uses speed and agility to traverse a dangerous world. Read your surroundings, reach your destination alive, keep moving. Timing and skill make the difference between success and failure.

There is no HUD while playing in Story mode. All information is provided visually from Faith's point of view.

NAVIGATING THE CITY

Where others see obstacles, a Runner sees opportunities. Faith's environment provides everything you need to traverse the cityscape. A few helpful items include:

Pipes and Ladders — Handy objects that are easy to shimmy up. Just run or jump into them to grab on, and move 🕹 to climb or descend.

Soft Landing Areas — Use colored crash mats to cushion an otherwise fatal drop without taking damage.

Ziplines — The fastest, safest way to travel. Jump (press ⬛) onto a zipline to start sliding. Pull 🎮 to release before you slam into the support and lose momentum.

Runners see the city in a different way. Conduits and pathways are highlighted in red against the pale landscape. This is Runner Vision, and it shows Faith where she needs to go.

There's more than one way to cover distance, so pay attention and look for shortcuts around, over, and through obstacles. Many taller obstacles and fences can be climbed or vaulted, but some—like electric fences—should be avoided. You'll also get radio assistance from Mercury, the ex-Runner who trained Faith and now handles the backend details for her runs. Merc knows his business. Listen to him.

> **TAKE A TIP:** Not sure where to go? The way forward might be behind you. You can always press 🅁🄱 to turn while hanging or jumping to see if there's a friendly ledge waiting for you, or get a hint by pressing and holding Ⓑ.

MOMENTUM

Building and keeping momentum is vital to a Runner's survival. Momentum affects how far you can jump and wall-run, and how high you go on wall climbs. The longer you maintain your momentum, the faster you run and the harder to stop you become.

Some obstacles can be vaulted or slid under, while others help boost your height at a cost to momentum. Any way you do it, the key is to seamlessly chain individual moves together and keep your speed high. Shooting, strafing, turning, going backwards, and running uphill all slow you down.

MOVES

A good Runner is at home in the urban tangle of the city, seeing signposts no one else can. A great Runner strings together an entire set of acrobatic moves to navigate those hidden paths in record time.

> **TAKE A TIP:** Guns and fists are almost always an option, but they're rarely the best option. Speed and agility are your top advantages against any opponent: use them. Anybody who relies totally on hardware to power through the city ends up dead, fast.

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BASICS

Move	Move 🕹 in any direction. Forward is walking, left or right is strafing.
Jump	Press 🄻🄱 to jump in the direction Faith is moving. If Faith is on a ladder or pipe, or hanging from a ledge, she will jump in the direction she is looking. Hold 🄻🄣 while jumping to make Faith coil her legs for higher clearance.
Crouch	Hold 🄻🄣 while stationary to have Faith duck down. Good for taking cover.
180° Turn	Pressing 🅁🄱 makes Faith instantly face the opposite direction. Often combined with jumps and guns to snap-shoot at pursuers.
Grab/Climb	Faith automatically grabs any ledge in range when jumping or freefalling. To climb up, move 🕹⬆, or move 🕹 ⬅/➡ to shimmy. Pull 🄻🄣 to dismount.
Interact	Press buttons or turn valves by pressing Ⓐ.

ADVANCED MOVES

Sprint	Move 🕹 forward (in the direction you're moving). If held on a relatively straight course and no obstacles stop or impede her, Faith will accelerate to maximum speed.
Slide	Pull and hold 🄻🄣 while moving forward to slide under tight spaces, shake pursuers, or shave precious seconds off a race.
Vaults	Time a jump as you approach obstacles to climb them without losing momentum. Faith can even pick up momentum by clearing medium-sized obstacles perfectly; this is called speedvaulting.
Springboard	Pressing 🄻🄱 when jumping off a springboard object gives you a vertical boost at the cost of forward momentum.
Swing	High horizontal bars and pipes let you swing over obstacles and gaps. Get close to grab hold, move 🕹 to shimmy or increase your swing, and press 🄻🄱 to release and go flying.
Skillroll	Avoid taking heavy damage from big falls by pulling 🄻🄣 just before hitting the ground.
Kick/Barge	Doors and glass walls can get in your way. Break through them by pulling 🅁🄣 while moving, jumping, or stationary.
Balance Walk	Move 🕹 to correct Faith's balance when crossing over gaps using a narrow pipe or beam.
Wall Climb	Jump (🄻🄱) directly at a wall to run straight up it. The greater your momentum, the higher you'll go.
180° Jump	During a wall climb, press 🅁🄱 to spin and immediately press 🄻🄱 to jump straight off the wall.
Wall Run	To cross small gaps and avoid enemies, press 🄻🄱 just before Faith makes contact with a wall. Momentum and direction determine the distance of the run—approach the wall at an angle to boost distance and speed. Faith can also jump out of a wall run to go even further.
L-Jump	While wallrunning, Faith can kick off to cross gaps or get around corners. Press 🅁🄱 to spin 90°, then immediately press 🄻🄱 to jump.

MELEE COMBAT

Runners don't like cops. Cops don't like Runners. When outnumbered, a smart Runner uses speed and agility to evade their opponents. Unfortunately, that's not always an option.

If you have to fight, isolate your opponents so you can go one-on-one. Otherwise, your best bet is hit hard, hit fast, make a hole, and escape through it.

Punch	Pull 🅁🄣 while stationary or running to throw right and left hooks.
Jump Kick	Jump (🄻🄱) and pull 🅁🄣 to boot an enemy in the head. Do it with momentum on your side, and it'll *really* hurt.
Slide Kick	Duck under a punch and hit 'em where it really hurts by pulling 🅁🄣 while sliding or crouching (🄻🄣).

Combine these basics with wall runs and other moves to do some real damage.

> **TAKE A TIP:** If you see somebody lit up in Runner Vision red, then you need to take them down or find a way through them. Unlit cops should be escaped from as fast as possible.

REACTION TIME

Faith can enter an adrenaline-charged state of high awareness, slowing down the world around her. Reaction Time allows Faith to execute moves and combat with ease.

Press Ⓧ to activate it. Stored Reaction Time slowly drains until it's completely depleted, and regenerates as you build and maintain momentum. The screen will briefly flash and your reticule will turn blue when it is recharged.

HEALTH AND DAMAGE

Mirror's Edge uses a regenerative health system. When Faith is injured from gunfire or big drops, the screen flashes red and color starts draining from her field of vision. Faith heals up completely just by avoiding trouble for a few seconds. If she keeps taking damage or falls from a great height, Faith will die.

WEAPONRY

Runners don't carry extra weight that could slow them down, but sometimes it's useful to "find" a semi-automatic helper on an unwary cop, and take it for your own purposes.

Faith will come across everything from pistols to assault rifles on her runs. When using sniper rifles, click 🄻🕹 to zoom.

> **TAKE A TIP:** Pistols won't slow you down too much, but heavier weapons cut into your momentum and your ability to move. Judge carefully whether they're worth it.

DISARMING OPPONENTS

Need a gun? You'll have to steal it from somebody who's shooting at you. Get in close and press Ⓨ when the weapon flashes red to take an enemy's piece—and take him out. You can also steal a gun by sneaking up on someone from behind, or grab dropped weapons off the ground by pressing Ⓨ.

Any weapon you take only has whatever ammunition is left in the clip, and Faith doesn't pick up or carry extra ammo. Once a gun's empty, she automatically drops it. You can dump an unwanted gun at any time, or pick one up from the ground, by pressing Ⓨ.

> **TAKE A TIP:** Don't try to swipe a cop's gun when he's got some buddies with him; they'll shoot you to pieces while you're still dealing with your first opponent. It's better to isolate enemies and take them out one by one.

CHARACTERS

FAITH

Tough and self-reliant, Faith grew up watching her parents take part in protest marches and political campaigns to stop the city's gradual shift to oppressive control. The death of her mother in a protest-turned-riot broke the family apart. Faith ran away from home at age 16, deciding "the cause" was just another lie.

While the city's "progress" marched forward unimpeded, Faith honed her instincts for survival on the streets as a petty thief before meeting Mercury and becoming one of his Runners. Now 24, Faith relishes her independence and despises everything the city represents, even though her comprehensive knowledge of its secrets earns her a decent—if perilous—living.

MERCURY

The voice on the radio. Merc caught Faith breaking into his apartment three years ago and turned her into the Runner she is today. A former Runner himself, Merc now trains others, sources jobs, and provides mid-run intel to his people in the field, along with general banter and necessary mocking. He's totally dedicated to his Runners, especially Faith.

CELESTE

Another top Runner trained by Mercury. Celeste is a born survivor who takes pride in the pure artistry of running. But even her famously flamboyant style can't cover a deeply imbedded cynicism.

KATE

Faith's twin sister and polar opposite. More sensible and reliable, and maybe a little more naïve, Kate believes in the "good" of the city, and joined the police force to help preserve it. She doesn't like Faith's clientele. Faith doesn't like cops. Their very different paths have kept them apart for years, but Kate still has a lot of affection for her sister and trusts her implicitly.

SAVING AND LOADING

Before exiting a game mode or a menu where changes have been made, be sure to save your progress to the Xbox 360 Hard Drive or Xbox 360 Memory Unit. All unsaved information will be lost otherwise. You can load files manually from the main menu.

AUTOSAVE

Mirror's Edge automatically saves your progress to your Xbox 360 Hard Drive or Xbox 360 Memory Unit at certain checkpoints in both the Story mode and Time Trials.

RACE

Think you're pretty fast? Jump back into the city to race the clock, your friends, and Runners around the world and find out who really has momentum. Races are all about finding shortcuts and leaving the competition behind.

The HUD for Races are different from Story mode.

Pace clock (appears at section markers)

Reticule (dot in center of screen)

Progress bar

Qualifying times beaten (stars)

Race clock

Target time/Best time (on current course)

Speedometer

TIME TRIALS

Head for the red to reach checkpoints, then follow the arrows to your next target. Checkpoints must be touched to be cleared, and must be cleared in order. Skip a checkpoint, and you'll be docked.

Each course is divided into sections, denoted by the progress bar on the left side of the HUD. Runners are clocked in both the individual sections and the overall course. When you complete a section, the pace clock flashes up on your HUD, telling you how you rate against the target time.

Green	Ahead
Red	Behind
White	Tied
Clear	Incomplete

That segment of the progress bar changes color accordingly, so you'll always know at a glance where you flew and where you lagged.

Three qualifying times are set for all courses, represented by three stars on your HUD.

1 Star	Normal
2 Stars	Hard
3 Stars	Expert

When a qualifier is missed, a star vanishes. It's not necessary to beat qualifying times, but doing so increases your Skill Rating and earns you a spot on the Leaderboards. You'll also go against your own personal records, before and after you outrun the qualifiers. Complete stats are displayed at the end of every race.

Some courses are unlocked by playing through the Story mode, others by beating qualifiers on previously unlocked courses.

> **NOTE:** The Leaderboards refresh on an hourly basis, so your times may not show up the instant they're uploaded. Give it an hour or so before checking to see if your latest results posted.

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CHASING GHOSTS

Every move you make during a Time Trial is recorded, and your best finishes are saved to the Xbox 360 Hard Drive. When you go back to re-race a course, you'll see your ghost replaying your best time on that course. This sets a pace for your current run and provides a visual to help Runners figure out how to improve. Ghosts can be toggled on/off from the Pause menu.

When you're ready to get competitive, select LEADERBOARDS from the Race menu to visit the global Runner list. From here, you can download your friends' ghosts or race the fastest Runners in the world. Either way, you're bound to pick up a few tricks.

Beat a qualifying time and your personal best, or a world's best time on any course, and your ghost is automatically uploaded to the EA servers. Then other Runners can try their skills on *you*.

SPEED RUNS

Run through an entire level from the campaign with the clock ticking.

Speed Runs don't record ghosts, but your best times still upload to the Leaderboards. You must unlock the level before you can speed run it.

> **NOTE:** For your race results and ghosts to upload to the Leaderboards, and to race other players' ghosts, you must be online during your run and signed in to your Xbox LIVE profile.

XBOX LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content (TV shows, trailers, HD movies, game demos, exclusive game content, and Arcade games) at Xbox LIVE Marketplace. Send and receive voice and video messages. Use LIVE with both Xbox 360® and Windows®. Play, chat, and download on both your PC and your Xbox 360. LIVE gives you ultimate access to the things you want and the people you know, on both your PC and your TV. Get connected and join the revolution!

REGISTRATION AND SUBSCRIPTION REQUIRED TO ACCESS ONLINE FEATURES. EA TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT WWW.EA.COM. YOU MUST BE 13+ TO REGISTER WITH EA ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON WWW.EA.COM.

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. And now, LIVE Family Settings and Windows Vista Parental Controls work better together. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the LIVE service. And set time limits on how long they can play. For more information, go to **www.xbox.com/familysettings**.