

 XBOX 360®





WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/support.

Important Health Warning About Playing Video Games

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.

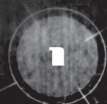
These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling 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 taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play 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.

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THE INVASION

..We called it a "War", but the facts are it was nothing more than a chaotic and futile attempt by our world powers to stop what seemed to be inevitable. This "War" was nothing more than a desperate, suicidal move to try and drive the Xenomorphs away from our planet.

..We know the initial impact hit the British Isles and that the swarm's attack was quick and brutal. As of 10:00, 12th December 2008 London was completely destroyed, and the first sightings of Alien Obelisks were seen floating above the ruins, emitting strange rays of blue from their peaks.

..The USA had no choice but to refuse Britain's request for help, as at 14:30, 12th December 2008 the swarm ships had already attacked New York, Los Angeles, Chicago and Houston.

..The next target of the swarm was Central Europe, whose inhabitants could only watch in terror as the greatest catastrophe the world had ever seen unfolded before them. By 04:00, 13th December 2008 all our satellites went down and we lost contact with The Endeavour and space station Alpha.1

..At 15:45, 13th December 2008, Russia was attacked. As a desperate attempt to save their people the Chinese launched a nuclear weapon targeting the west of Russia, where it was presumed a giant alien ship had landed. Two hours later and the swarm had completely annihilated Beijing and Hong Kong.

..17th December 2008 was the last address of Russian government to its people. This speech lasted no more than a minute and a half, before the communication was cut off and never restored.

..18th December 2008, is known as the date of the total collapse of world social institutions. Organized armies ceased to exist. Governing Bodies were destroyed and there was no longer communications between countries. Human civilization as it was once known was crushed in no more than 6 days.

..On the 3rd June 2009, the swarm began to carry out a series of counterinsurgency operations and destroyed most of what remained of the human's armed forces.

..Two years have passed since then and humanity still continues to battle for survival against the seemingly unstoppable Swarm. During this time there have been numerous reported sightings of strange humanoid creatures, whose nature and purpose remains a mystery.

There are a number of theories about these creatures. Some assume them to be the results of experiments performed by the swarm on humans, while others believe that they are genetic prototypes of the monstrosities which later adapted to living on the Earth..

THE BATTLE FOR MOSCOW

The swarm's first wave totally wiped out our defenses.

Right off the bat, they let out these Giant armored creatures, which even our biggest tanks couldn't stand.

To attempt to hold the enemies advance we were given the order to perform tactical nuclear strikes. This resulted in the majority of the city being destroyed and the air being polluted with poisons and radiation. Despite this we could not stop the swarm.

Their primary targets were the places with the largest human populations. These places were quickly cut off by the so-called "energy shields", it's some kind of electric field which prevents the flesh of humans passing through, while allowing the aliens to pass freely. We have since come to call these structures Perimeters. Soon rays of light started appearing above the tallest buildings inside the Perimeters. We still do not understand the purpose of these rays.

Those who survived had no choice but to go underground in order to escape the radiation and sights of the swarm. There we have managed to set up our first bases and field hospitals. We've been trying to avoid going back on the surface ever since.

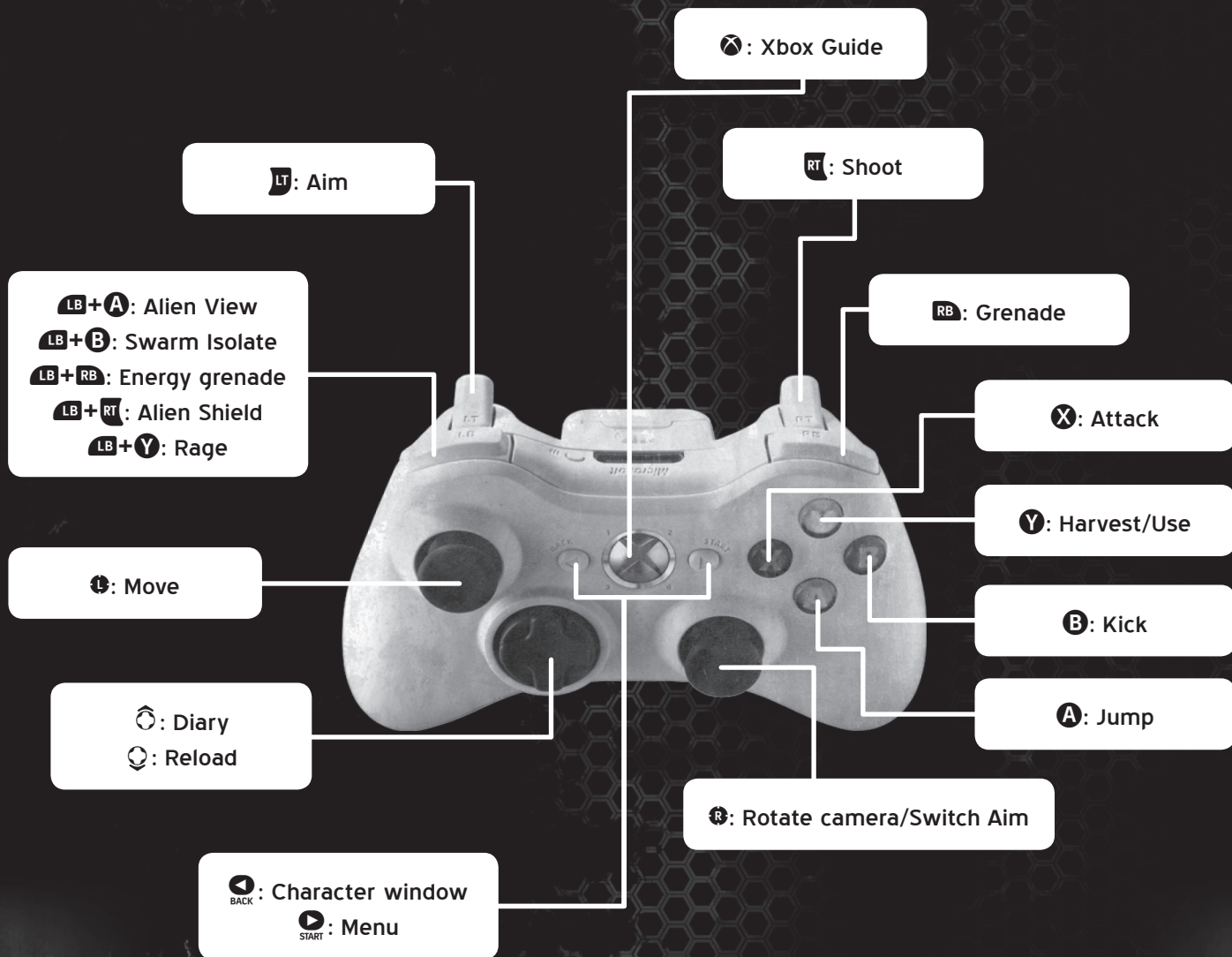
We have now established a major base of operations which we call "the Laboratory". This is where we work tirelessly to create an antidote able to prevent and possibly reverse the changes the Incubators cause to the human body.

From the «Xenomorph invasion report»

Lt. Grigoryev N.

Moscow archives, year 2012

THE CHARACTER CONTROLS



THE CHARACTER



MOVEMENT

Move your character using the Left Thump Stick.

The A button makes your character jump and the right thump stick moves the camera.

Health and energy is indicated in the upper left corner of the screen.



WEAPONS AND COMBAT

The game incorporates both close and long range combat.

Available and Currently selected weapons, along with ammo supplies, are indicated in the lower left corner of the screen.

To attack your enemy in close range combat, face the enemy and press the Close Range Combat Attack Button (X Button). Pressing this once will result in a single attack, while pressing it multiple times will make your character perform a combo. It is advisable to fight using combos, as each consecutive hit deals more damage than the previous one.

While fighting in close range combat you can use the right thump stick to control the direction of your attacks. Move the right thump stick to rotate your character, so you can hit multiple enemies with one attack. Keep in mind that you can kick your opponent and push him away from you by pressing the B button.

For long-range combat you will need to have a ranged weapon. Press the LB Button to aim. A crosshair will appear on the screen to help you aim and discern your targets. The white colour of the crosshair indicates that there is no target before you. A Red crosshair means that you are targeting an enemy. If the crosshair is green, then you are targeting a friend and shooting is impossible.

You can quickly press the RT Button to fire a single shot, or hold the button to shoot in bursts. Firing a weapon requires ammunition, and when this is depleted you will need to reload the weapon, to do so press Down on the D-Pad.

Every ranged weapon has an alternative fire mode, which can be activated by pressing LT Button.

As well as close range and long range weapons your character can also use Grenades. To throw a grenade, press the RB Button. Your character will always throw grenades in front of him and with fixed force. You can use the right thump stick to change the angle of your throw.



INTERACTION WITH THE WORLD

Although the city of Moscow has been almost completely destroyed by the swarm, some devices and mechanisms are still operational. The swarm has also begun to create their own infrastructures which now cover human structures with a special biomass.

Your character is able to interact with some of the devices and alien objects. When you are near an object with which you can interact, a small description of a possible action will appear. To interact with an object, press the Y Button. To interact with some objects you will need to press and release the interaction button, whereas other objects will require you to keep the button pressed for some time. All this will be addressed in the in-game tips.



USING AND DEVELOPING MUTATIONS

Your character has a distinctive ability to absorb the genetic codes of defeated members of the swarm and even adopt their traits. The body of the alien is destroyed in the process, and your character receives several new genes and an energy boost.

When your character receives a new mutation, a quick note will appear on the screen. You can open the Personal Evolution Menu (Back Button) to examine the acquired abilities.

An important thing to know is that you can develop your abilities.

Select an icon of an ability to enter mutation control screen. Each mutation has its own game field. To develop these fields you can use building genes harvested from defeated members of the swarm.

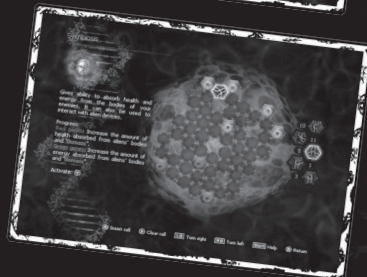
Your pool of building genes is shown on the right side of the screen.

To develop and upgrade your abilities you need to interconnect key genes on the field by creating gene chains.

The more genes you connect with one chain, the more effective the mutation will be.

Attention!

The chain is active only if it has at least two key genes of different color in it!



SYMBIOSIS

Gives ability to absorb health and energy from the bodies of your enemies.

It can also be used to interact with alien devices.

ABILITY DEVELOPMENT:

«RED» Increase the amount of health absorbed from aliens' bodies and Biomass.

«GREEN» Increase the amount of energy absorbed from aliens' bodies and Biomass.

TUTORIAL

Now you can harvest aliens and Biomasses. This ability allow you to absorb health and energy from the bodies of your enemies as well as harvest new genes from different type of aliens biomasses.



EVOLUTION

Develops the structure of your body, by increasing total amount of health and energy.

ABILITY DEVELOPMENT:

«RED» Increase total amount of health.

«GREEN» Increase total amount of energy.

TUTORIAL

Now you can develop the structure of your body, by increasing total amount of health and energy.



RAGE

Gives ability to enter a state of Rage for a short amount of time. Your reflexes and damage are significantly increased, and you regenerate your health with each successful hit.

ABILITY DEVELOPMENT:

«RED» Increase amount of regenerated health.

«GREEN» Decrease energy consumption.

TUTORIAL

Now you can enter a state of Rage for a short amount of time. In this state your reflexes and damage are significantly increased, and you regenerate a portion of your health with each successful hit.



ALIEN VIEW

Gives ability to enhance your vision, allowing you to see in the dark, as well as spot invisible foes and signs the aliens leave on walls.

ABILITY DEVELOPMENT:

«RED» Increase type of things that you can see.

«GREEN» Decreases energy consumption.

TUTORIAL

Now you have ability that enhances your vision, allowing you to see in the dark, as well as spot invisible foes and signs the aliens leave on walls.



ENERGY SHIELD

Gives ability to use Energy Shield which can reflect part of damage back to enemies. It also allow you to go through poisoned areas without taking damage.

ABILITY DEVELOPMENT:

«RED» Increase size of the shield and amount of reflected damage.

«GREEN» Decrease energy consumption and damage taken.

TUTORIAL

Now you have Energy Shield which can reflect part of damage back to enemies. It also allow you to go through poisoned areas without taking damage.



ISOLATION

Gives ability to isolate the selected alien from the swarm. Isolated creature will attack all your enemies and will self-destructed after a while.

ABILITY DEVELOPMENT:

«RED» Increase the time before self-destruction.

«GREEN» Decrease energy consumption.

TUTORIAL

Now you have an ability to isolate the selected alien from the swarm. Isolated creature will see you as it's master and will attack everyone except you. Inner defense mechanism of swarm will cause the creature to self-destruct after a while.



TRANSFORMATION

Increases your fighting capabilities. Allows you to become the ultimate death machine, a warrior equal to the best the swarm has to offer.

ABILITY DEVELOPMENT:

«RED» Increase melee damage.

«GREEN» Increase max weapon energy and speed of it's regeneration.

TUTORIAL

Now, you can unleash full potential of your mutated body, by increasing damage and weapon energy.

ENEMIES



HUMANS

In the total chaos that ensued after the invasion, the majority of armed forces were held together by junior commanding officers. Under their command, soldiers engaged in numerous confrontations with the aliens. But that was only in the beginning. Having quickly realized that standard military operations were

ineffective against the invaders thanks to their superior bio-organic technology, the army changed its tactics to diversions and stealth operations. Considering the fact that the aliens now practically reigned over the whole planet, the armed forces showed a lot of great organization, dedication and mastery – not only they survived and managed to constantly damage the swarm, they also accumulated a lot of useful information about the enemy.

Our main combat tactic now is a well-known diversionary principle, hit and run! The bitter experience of the last years has taught us never to engage in direct confrontations with big numbers of the enemy, but to carry out methodically planned strikes on the most vulnerable points of their infrastructure. This is why our operations are mostly successful. Numerous distraction maneuvers are carried out prior to the main attack, including small raids on their formations elsewhere and heavy radio traffic made to lead them in the wrong direction. Surprise attacks of Perimeters and offensive reconnaissance help provoke the enemy to strike back, making it vulnerable and providing us with more useful information about the invaders' behavior, social structure and fighting maneuvers.

Important: it was these raids that allowed us to discover and study the so called Incubators – special structures where the aliens store captured humans. It is believed that these Incubators produce Infiltrators, special mutants which infiltrate our outposts and mark them for attack. Under the latest directive from the Base, tracking the locations of Incubators and killing of all suspicious creatures is now zero priority for all battle units.

Although battle operations are extremely important, they wouldn't have been so successful without mine warfare. It has been noted that properly placed trip wires, AP and AT mines can significantly hurt

the invaders' activity in a given area. High efficiency of directional blasts and the inability of aliens to detect laser beams have provided us with good means of protecting our staging posts.

It is recommended to do all the travelling by way of underground communications and sewage tunnels. Continuous battle confrontations are not recommended and are permitted only in the instances of providing the means for comrades to successfully carry out their mission. After such confrontations it is strongly advised to lay low in the tunnels and mine your lines of retreat.

*Captain Sergeyev S.V.
Soldiers' reminder*

Moscow-0, December 12th, year 5.



THE SWARM

The majority of research was done during the later stages of the war, as part of the "A.D" and "The red book" operations. The aim of these projects was to collect and process data from captured aliens, as well as to study the structure of their bodies. The surviving scientists were provided the best equipment in specifically designed secret laboratories. The research and analysis that the scientists carried out provided us with invaluable information regarding biophysical and anatomical properties of the xenomorph bodies.

The swarm is practically an aggregation of various biological and non-biological species, collected in the course of its travelling around the universe. Absorbing useful qualities of each encountered organism and discarding useless ones, the swarm has collected a huge database of various life forms. Based on the information collected, it can create new organisms suited for specific needs and possessing specific abilities. Although the swarm doesn't use technology in its pure form, some of the organisms it creates have various mechanisms implanted in them. In general, every creature of the swarm has its own mission, upon the completion of which it can be reabsorbed and reprocessed back into a universal mass, allowing for creation of other creatures.

KNOWN TYPES OF THE ALIENS



PARASITE

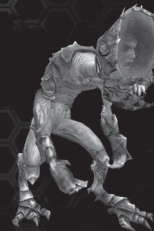
A small multilegged creature with a long body, it resembles a caterpillar or a snake. The body is smooth, without any appendices or spikes. The creature has a distinguished mouth with several rows of in set teeth.

Its role in the swarm: Destroys intercommunication between cells of living organisms which often leads to a complete paralysis of the latter.

DETECTOR

A small creature with a solid round body and several thin legs, which resembles a spider in appearance, it has bright red spots on its body which glow in the dark.

Its role in the swarm: Surveys and detects. It is one of the mass-produced lower Swarm organisms. It tracks other creatures, then tries to get close and attack. If successful, it explodes, omitting a gush of acidic mucus, which attracts other Swarm creatures.



EXPLORER

A medium-sized humanoid creature with a medium movement speed, in place of its head it has a special formation to scan and analyze surrounding area and organisms. If attacked tries to get away, but can use its head scanner to temporary confuse its enemies.

Its role in the swarm: An auxiliary worker used to explore, move objects and captured organisms to bases.

PERSECUTOR

A large and menacing-looking creature, it has big jaws with well-developed teeth, as well as strong legs with sharp claws. Its body is covered with tendons and spikes with some parts protected by sturdy shells.

It is fast and agile, able to make sudden leaps at long distances. Its role in the swarm: A multi-purpose fighter and generic attack force before the infiltrators it was Persecutors who searched for human outposts and bases.



GUNNER

A fast and agile insect-like creature, it has a built-in natural plasma weapon, ammunition for which is generated inside its body. It is able to form a protective energy shield around it, which reflects ranged attacks. They are weak in close ranged combat.

Sometimes you can see a gunner larva – small underdeveloped creature – ingrown in wall formations.



SPARG

A tall, agile and very strong creature, it has a powerful natural close-combat weapon, able to generate and throw balls of energy. It is extremely dangerous thanks to its ability to blend with environment, which makes it almost invisible.

Its role in the swarm: a classic "soldier" of the swarm, suited to adapt to any battle conditions and effectively fights against any sort of enemy.



SHUTTLE

A fast flying creature designed to transport battle units of the swarm to designated areas. Well armored, but does not have any weapons and cannot attack.



TERMINATOR

Big humanoid monster which carries heavy weaponry, it is able to withstand a big amount of damage and its body is covered in heavy armor. Even one of them presents a serious threat in direct confrontation. Its high survivability allows it to remain operational even after taking dozens of bullet hits or a direct explosion.

Its role in the swarm: The Terminators were created specifically to suppress small human squadrons and carry out sweeping operations. They look a lot like humans and carry similar weaponry for an added psychological effect.



ANNIHILATOR

Annihilators are seen very rarely, which is a good thing. These monsters are completely covered in a protective shell impervious to weapons. They are armed with giant plasma cannons. The ammunition is generated inside their bodies.

Its role in the swarm: A heavy vehicle of some sort, its plasma blasts can tear through any armor. We have yet to discover its weak points.

SURGEON

During the Invasion these creatures were nowhere to be seen. Their corpses were first discovered during operations in the Mounds. They are extremely dangerous in long-range combat, particularly because their ability to paralyze the enemy. They are very weak in close ranged combat and try to avoid it by all means.

Its role in the swarm: High-level creatures with well-developed intelligence. They act as overseers in their respective Mounds. They are able to gather genetic information from living organisms, killing them in the process. They use Parasites to paralyze their target.





COLOSSUS

We assume that this creature is one of the Giants created by the swarm in the beginning of the war, using the gene information gathered from giant creatures from other planets.

Its role in the swarm: Confronting major military forces. It is practically impossible to defeat this creature in direct confrontation.

From the notes of Colonel Alexander Svetlov:

Our first encounter with the Colossus was an ordeal for our tank division. We were driving to a freeway between Moscow and Smolensk when we saw the head of this monstrosity behind the trees. The size of this thing is truly amazing. Our tanks could do nothing against its armor, and we had no option but to retreat.

Trying to cover our withdrawal I ordered up all the available ICVs. They launched no less than 16 missiles at the beast from the distance of 3 kilometers. All the missiles hit the target, but it didn't even flinch. A moment later we saw a blue beam go through our ICVs and they all stopped in their tracks. Some had their ammunition load exploded. Some of my boys who were there say that the vehicles then burned for several hours, giving off clouds of acid smoke.

The vehicle I was on also attacked the creature, tearing a chitin plate and a chunk of dark flesh off it. The monster didn't even seem to notice that, moving at us and paying little attention to our attacks. We were saved by a small forest where we could hide our T90 and wait for the beast to go by. Two hours later we arrived in Smolensk, but there was nothing to defend. The Colossus completely destroyed the city.

GAME MENUS

MAIN MENU

This is the menu you see after launching the game.



LOAD MENU

You can manage your save files in this menu.

It is accessible from the main menu, as well as from the in-game menu.



GAME OPTIONS

Here you can change various settings of the game to better suit your needs.



IN-GAME MENU

Press Start to get to this menu from the game. From there you can enter the options menu, Load menu, or main menu, as well as quit the game.



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.

