⚠ 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; and 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.

Thank you for purchasing *Aliens vs Predator™*. Please note that this software is designed for use with a personal computer running Microsoft Windows®. Be sure to read this software manual thoroughly before you start playing.

CONTENTS

INTRODUCTION

+++ U.S.C.M. Database Entry: BG-386 +++

A humid, temperate planet, located in system WY-BG-3 at a 1.229 parsec, 0.3g deflection from the Kalahari Freight Corridor.

Designation BG-3 (star), 8 (8th planet), 6 (terra index) has now become synonymous with the 'Freya's Prospect' colony, owned and run by the Weyland-Yutani Corporation.

Four months ago Karl Bishop Weyland closed Freya's Prospect to pan-corporate enterprise, reneging on several co-development agreements. Filed flight plans show increased Weyland-Yutani traffic over the past 3 months.

Manifests have not been made available to U.S.C.M. Traffic Control.

+++ End File BG-386 +++

INSTALLATION

Insert the *Aliens vs Predator™* DVD into your PC's DVD drive. If Autoplay is enabled, the installer will begin. Click on **Install** in the menu to start installation.

If Autoplay is not enabled, double-click your DVD drive icon to run the installer. If the installation does not begin, right-click the DVD drive icon and choose **Explore** from the drop-down menu, then double-click the **setup.exe** file to run the installer.

Note that the DVD, which acts as a key to run the program, must be set in the DVD drive when you play this game.

SINGLE PLAYER CAMPAIGNS

Choose 'Single Player' from the main menu to access the Single Player Campaigns for all three species.

DIFFICULTY SETTINGS:

Easy: For players with limited experience of this game type.

Normal: For players with some experience of this game type.

Hard: For experienced players, who like a challenge.

Nightmare: Zero checkpoints. Only for the brave and the bold.

THE MARINE

Marine #2427-88 - AKA 'Rookie'

+++ Incoming Transmission to U.S.S. Marlow +++ F.A.O. U.S.C.M.
#2427-88 +++ From: U.S.C.M. Orbital Fort Osney +++

Yo Rookie!

Guess you'll be in hypersleep when this arrives, so I might as well keep it short. Sorry we were all too bombed to see you off this morning, man. Still can't believe you're the first of us greenhorns to get posted - and on the U.S.S. Marlow too! Listen, just stay frosty, nail some bugs and come back in one piece.
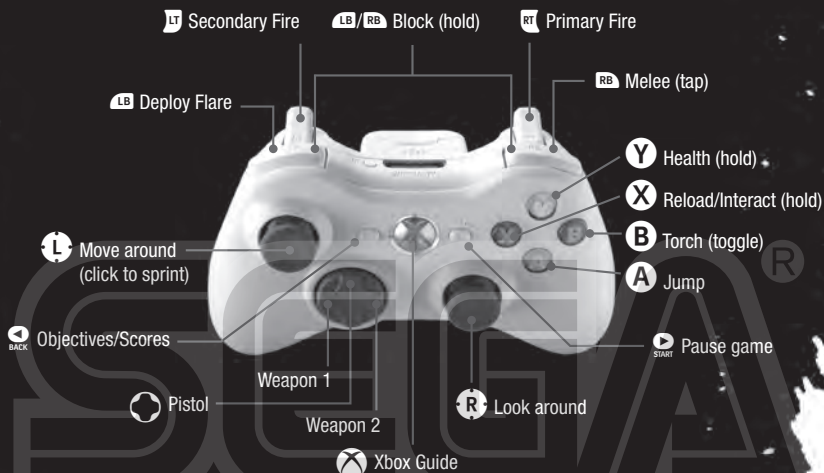
USCM! HOO-AH! - J.W.

+++ End Transmission +++

MARINE GAME CONTROLS

This game is designed for use with the Xbox 360 Controller for Windows. Plug in a wired Xbox 360 Controller for Windows to one of the PC's USB ports and/or connect a wireless Xbox 360 Controller using a Xbox 360 Wireless Gaming Receiver for Windows.
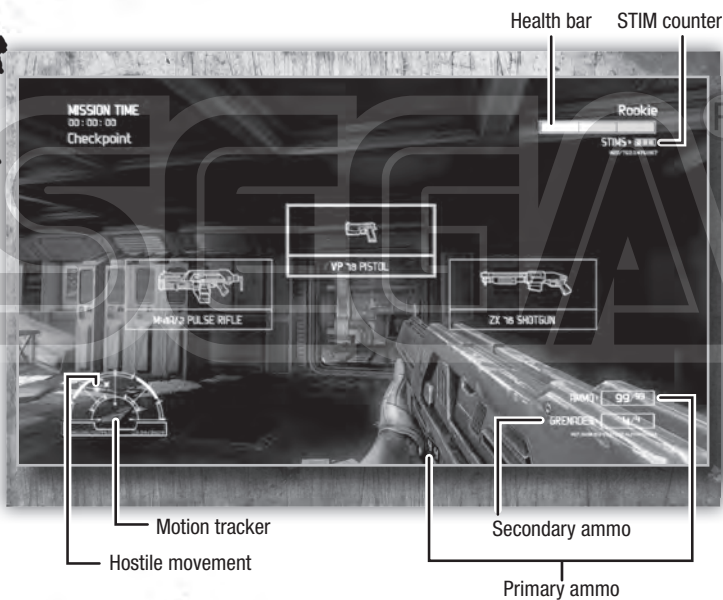
XBOX 360 CONTROLLER FOR WINDOWS

LT Secondary Fire **LB** / **RB** Block (hold) **RT** Primary Fire

LB Deploy Flare

RB Melee (tap)

Y Health (hold)

X Reload/Interact (hold)

L Move around (click to sprint)

B Torch (toggle)

A Jump

BACK Objectives/Scores

START Pause game

Pistol

Weapon 1

Weapon 2

R Look around

Xbox Xbox Guide

KEYBOARD CONTROLS

BUTTON	METHOD	ACTION
Standard Movement		
W/A/S/D	Direction	Move
Mouse	Direction	Look
Control	Hold	Walk
Q	Tap	Sprint
Space	Tap	Jump/Mantle
Lighting		
F	Tap	Throw Flare
T	Tap	Torch
Weapons		
1/2/3/4	Tap	Change Weapon
Left Mouse	Tap	Primary Fire
Right Mouse	Tap	Secondary Fire
R	Tap	Reload

BUTTON	METHOD	ACTION
Melee		
Middle Mouse Button (ALT)	Tap	Melee (Light)
Middle Mouse Button (ALT)	Hold	Block
Misc.		
E	Hold	Interact
H	Tap	Health
Escape	Tap	Pause Menu
Tab	Tap	Objectives
Chat (Multiplayer only)		
Y	Tap	Chat to all
U	Tap	Chat to team
V	Hold	Voice chat

HUD

Health bar   STIM counter

MISSION TIME
00 : 00 : 00
Checkpoint

Rookie

STIMS +

VP '18 PISTOL

M41A/2 PULSE RIFLE

ZX '76 SHOTGUN

AMMO   99/99

GRENADES

Motion tracker

Hostile movement

Secondary ammo

Primary ammo

WEAPONS

VP78 PISTOL
The VP78 uses 9mm, squash-head rounds for stopping power. When all else is lost, the VP78s rapid-fire mode is often the last line of defense for a Colonial Marine and has saved many lives.

ZX-76 SHOTGUN
Packs one heckuva punch at close range - especially when using both barrels in alternative fire modes. Keep it handy, for intimate counters with alien lifeforms.

M41A/2 PULSE RIFLE
The M41A/2 Pulse Rifle is the standard issue, multi-purpose firearm for all United States Colonial Marines. An underslung, pump-action grenade launcher acts as a secondary weapon.

M59/B SMARTGUN
The Smartgun is the Colonial Marines' primary heavy-fire support weapon. It is carried using a gyroscopic harness, and fires in auto-targeting or free-fire modes.

M260B FLAMETHROWER
A replacement for the aging M240 flame thrower, the M260b utilizes several improvements. Standard fire remains perfect for neutralising massed or fast-moving targets. Secondary fire allows you to spray fuel for subsequent ignition, allowing the user to create a temporary wall of flame.

M42C SCOPED RIFLE
Neutralise the enemy at a distance with M42C. Non-standard USCM issue ordnance, deployed only in special circumstances.

MELEE COMBAT: Your weapons will serve you well for ranged combat. But they can also prove to be effective melee combat weapons during close encounters. Use them to shield against an incoming Xeno attack, or to knock them away.

EQUIPMENT

- ▶ **FLASHLIGHT:** Darkness is your enemy. Use your flashlight.

- ▶ **FLARES:** Use flares to illuminate the combat area. Your HUD will indicate when a flare is available.

- ▶ **STIMS:** An injured marine is a vulnerable marine. Use Stims when injured. Beware, you can only carry three.

- ▶ **MOTION TRACKER:** Watch and listen to your motion tracker for hostile signals. They can help you find the enemy in darkness.
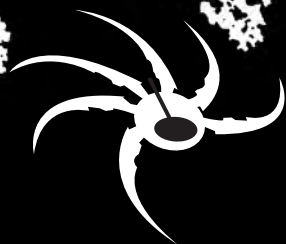
PREDATOR

"We are old, my brother. Our race is few and scattered. Our ancestry lost to myth.

The humans are still children, creatures of desire and hubris, with no comprehension of the long hunt.

Still, they make good sport...

They have discovered a trophy long locked away. They must not be allowed to find the crucible that spawned our most respected prey. If they succeed, all life will succumb to the crawling dark..."

PREDATOR GAME CONTROLS

XBOX 360 CONTROLLER FOR WINDOWS

LT Focus mode (hold) **LB/RB** Block (hold) **RT** Fire weapon

LB Heavy Melee Attack

RB Light Melee Attack

Y Toggle Cloak (tap) / Health Injection (hold)

X Distract (tap) / Interact (hold) / Trophy Kill

L Move around (click to sprint)

B Cycle Vision

A Jump

BACK Objectives/Scores

START Pause game

Weapon select

R Look around (Click to zoom up to 3x, click again to zoom out)

Xbox Guide

KEYBOARD CONTROLS

BUTTON	METHOD	ACTION
Standard Movement		
W/A/S/D	Direction	Move
Mouse	Direction	Look
Control	Hold	Walk
Q	Tap	Sprint
Space	Tap	Jump/Mantle
Extended Movement		
Shift	Hold	Focus Mode
Weapons		
1/2/3/4	Tap	Change Weapon
Middle Mouse Button (ALT)	Tap	Secondary Weapon
Middle Mouse Button (ALT)	Hold	Secondary Weapon Charge
Mousewheel (Z)	Scroll	Zoom in/Zoom out

BUTTON	METHOD	ACTION
Melee		
Left Mouse	Tap	Melee (Light)
Right Mouse	Tap	Heavy
Left + Right Mouse	Hold	Block
Misc.		
E	Hold	Interact
E	Tap	Distract (context sensitive)
H	Tap	Health
F	Tap	Cycle Vision
R	Tap	Toggle Cloak
Escape	Tap	Pause Menu
Tab	Tap	Objectives
Chat (Multiplayer only)		
Y	Tap	Chat to all
U	Tap	Chat to team
V	Hold	Voice chat

HUD

Objective indicator

Threat indicator

Energy bar

Cloak indicator

Health bar
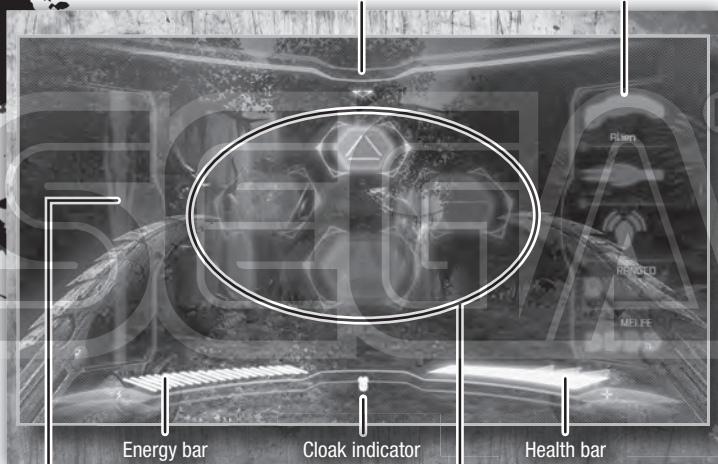
Distraction mode playback

Weapon select

WEAPONS

WRISTBLADES

Use your wristblades to deal with the enemy at close quarters. Attack rapidly with Light Attacks, hit hard with Heavy Attacks, and eviscerate your opponents with Finishing Moves or Stealth Kills. Block or Counter the enemy to deal with incoming melee attacks.

PLASMA CASTER

The Plasma Caster's firepower is not to be deployed lightly. It can be fired quickly with less accuracy, or aimed and charged to bring almost certain death.

COMBI STICK

The Combi Stick requires a precise aim, but inflicts devastating wounds.

PROXIMITY MINES

A Mine is a cunning trap, but do not fall foul of your own scheming! A good Hunter knows how to lure the enemy to their doom.

SMART DISC

In skilled hands, the Disc can be used to attack and dismember multiple targets.

EQUIPMENT & ABILITIES

▶ **JUMPING:** A true Hunter is always on the move. Jump from vantage point to vantage point. Use the Jump Markers to identify suitable vantage points.

▶ **CLOAKING DEVICE:** Camouflage is more effective than armor. At distance, humans cannot see through your cloaking device!

▶ **ZOOM:** Know your hunting ground! Scan ahead using Zoom.

▶ **FOCUS MODE:** Observe your surroundings with Focus Mode! Choose the appropriate tactics. Knowledge is a Hunter's first weapon! In Focus Mode, your HUD displays vital information.

▶ **VISION MODES:** Use Vision Modes to find your prey. Heat Vision will highlight human prey. Alien Vision, should you earn the right to wield it, will highlight Alien prey.

▶ **ENERGY:** The Plasma Caster and Mines use energy. This can be recharged at energy sources around the environment. Monitor your energy levels on the HUD. Use weapon energy wisely.

▶ **HEALTH SHARDS:** A wounded Hunter cannot perform at the peak of his abilities. Tend to your injuries with Shards.

▶ **DISTRACTION:** Human prey responds to mimicry of the voices of its fellow humans. Distract your enemies to separate them, then dispatch them with a Stealth Kill.

ALIEN

You are 'Number Six'. Born and raised in captivity, all you have known are the walls of your cell.

But you have never been truly alone. Above it all has been the voice of the Hive, eons old and with an irrepressible will to survive...

And so you wait and endure, as your kind always have. Soon an opportunity will come, as it always does, and then your dynasty shall thrive once more...

ALIEN GAME CONTROLS

XBOX 360 CONTROLLER FOR WINDOWS
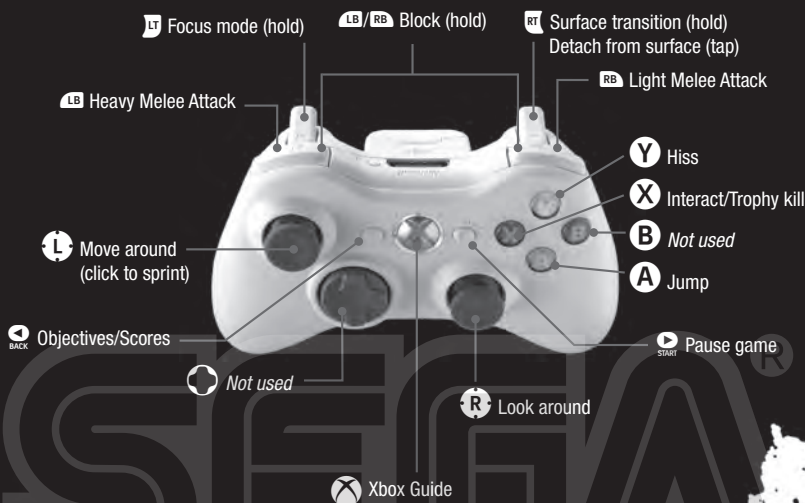
LT Focus mode (hold)

LB / **RB** Block (hold)

RT Surface transition (hold)
Detach from surface (tap)

RB Light Melee Attack

LB Heavy Melee Attack

Y Hiss

X Interact/Trophy kill

B *Not used*

A Jump

L Move around
(click to sprint)

BACK Objectives/Scores

START Pause game

Not used

R Look around

Xbox Guide

KEYBOARD CONTROLS

BUTTON	METHOD	ACTION
Standard Movement		
W/A/S/D	Direction	Move
Mouse	Direction	Look
Control	Hold	Walk
Q	Tap	Sprint
Space	Push	Jump/Mantle
Extended Movement		
Shift	Hold	Focus Mode
Middle Mouse Button (ALT)	Hold	Surface Transition
Melee		
Left Mouse	Tap	Melee (Light)
Right Mouse	Tap	Heavy
Left + Right Mouse	Hold	Block

BUTTON	METHOD	ACTION
Misc.		
E	Hold	Interact
R	Tap	Hiss
Escape	Tap	Pause Menu
Tab	Tap	Objectives
Chat (Multiplayer only)		
Y	Tap	Chat to all
U	Tap	Chat to team
V	Hold	Voice chat

Health bar   Objective indicator

Orientation/Jump indicator

ABILITIES

- ▶ **MELEE COMBAT:** Use your claws, teeth and tail to deal with the enemy at close quarters. Attack rapidly with Light Attacks, hit hard with Heavy Attacks, and end encounters brutally with Finishing Moves or Stealth Kills. Block or Counter the enemy to deal with incoming melee attacks.

- ▶ **FOCUS MODE:** Activating Focus Mode lets you better understand your environment by highlighting vents and other items of interest.

- ▶ **SURFACE TRANSITION:** The Xenomorph's agility is its most powerful weapon. It can jump from surface to surface. You may travel along walls and even the ceiling, leaping from one to the other.

- ▶ **SPRINT:** Use Sprint to attack or evade in the blink of an eye.

- ▶ **TAKING OUT LIGHTS:** Darkness and sabotage are your allies. Destroy objects with Light or Heavy Attacks!

- ▶ **HARVEST:** Harvest helpless human civilians to expand the hive, but don't hesitate to kill any armed threats that stand in your way.

- ▶ **HISS:** Use Hiss to lure the unwary closer to your position. Then use a Stealth Kill to eliminate them violently, but silently.

MULTIPLAYER MODES

Choose Multiplayer to access the Multiplayer Game. You can play as all three species in one of seven modes and on eight maps in total.

▶ **SURVIVOR (CO-OP):** Survivor allows one to four Marine players to enter an arena and co-operatively battle waves of progressively stronger aliens.

▶ **PREDATOR HUNT:** In this mode, one player is selected to become the Predator Hunter for a limited time period. The rest of the players take on the role of Marine Prey. Whenever a Marine player kills the Predator, that player then becomes the Hunter.

▶ **INFESTATION:** One player is selected as the Alien while the others start as Marines. Whenever Marine players are killed, they will join the Alien team and assist in eliminating any remaining Marines.

▶ **DEATH MATCH:** Death Match is about getting the most kills in a given time limit. Players can also win the match by hitting the target score before anybody else.

▶ **SPECIES DEATH MATCH:** This mode pits a Marine, Alien and Predator team against each other in a race to get the most kills within the set time limit or to reach the target score before any of the other teams.

▶ **MIXED SPECIES DEATH MATCH:** Two teams, made up from all three species battle to get the most kills in the set time limit or to reach the target score before the other team.

▶ **DOMINATION:** Two teams fight for ownership of Control Points around the level.

EXTRAS

COLLECTIBLES

Collectibles for each species are scattered throughout the environments that you will explore in the Single Player game. Collect them all to earn achievements!

MARINE - AUDIO DIARIES

Learn the secrets of Freya's Prospect from the personal recordings of its staff, colonists and ill-fated marine rescuers.

PREDATOR - TROPHY BELTS

Your ancestors have left much-prized trophy belts scattered around this sacred planet. Only the agile Hunter will discover them all!

ALIEN - ROYAL JELLY CANISTERS

The Queen's sacred effluvia has been stolen by the humans. Destroy all the canisters!

SINGLE PLAYER SCORES

When you complete each mission for each species, you will achieve a score and a rating based on your skill.

MULTIPLAYER EXPERIENCE POINTS

Earn Multiplayer Experience Points to increase your rank, and unlock new player skins! There are over 40 ranks to unlock, with six new skins for the Marine and Predator player and four for the Alien player. Get out there and join the battle!

FAMILY SETTINGS

Windows Parental Controls (Vista and Windows 7) enable parents and guardians to restrict access to mature-rated games and set time limits on how long they can play. Family settings in Games for Windows–LIVE enable parents and guardians to approve who and how your family interacts with others online with the LIVE service. For more information, go to **www.gamesforwindows.com/live/familysettings**.

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CUSTOMER SUPPORT

If you have any questions about how Aliens vs Predator™ and the free Steam gaming service work together, use the information you supply about yourself or have any other questions regarding Aliens vs Predator™ interaction with Steam, please check our Q&A first here:

http://store.steampowered.com/app/10680/

If you are experiencing difficulty with the installation or use of the Steam client itself, please try the official Steam Support page here:

support.steampowered.com

If you are experiencing difficulty with the installation or use of Aliens vs Predator™, links to the SEGA Europe online Knowledge Base and FAQs are available here:

www.sega-europe.com/support

If you do not have access to the internet, or the above links do not answer your questions, please check:

www.sega-europe.com/support
or call
0844 991 9999 (local rate)
for details of product support in your region.

Register online at **www.sega-europe.com** for exclusive news, competitions, email updates and more.

WARRANTY

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REBELLION®

HUNTER. SURVIVOR. PREY.

ALIENS VS PREDATOR™ ACTIVATION CODE: