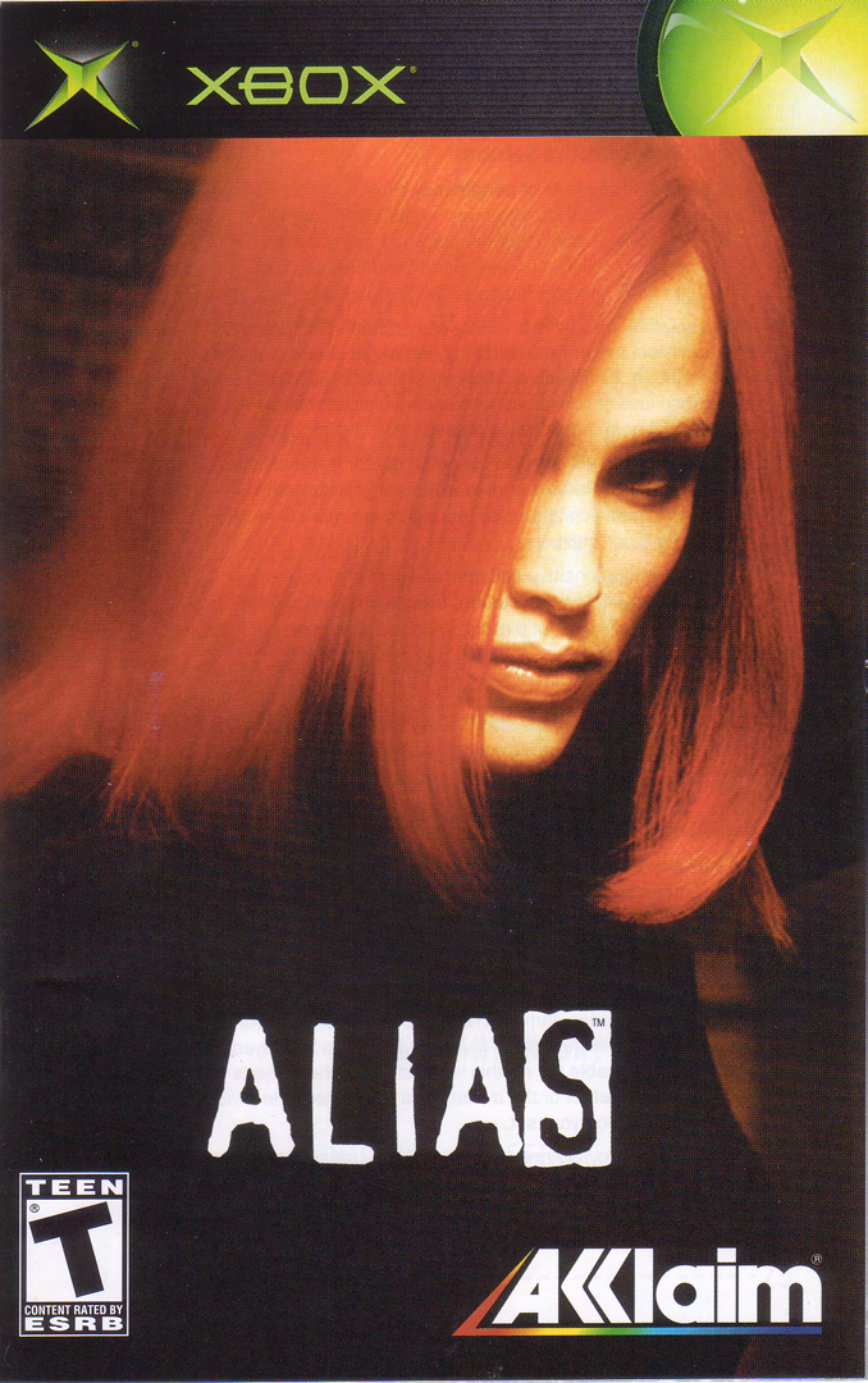

XBOX
ALIAS™
TEEN
T
CONTENT RATED BY
ESRB
Acclaim®

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including ashing 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 sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

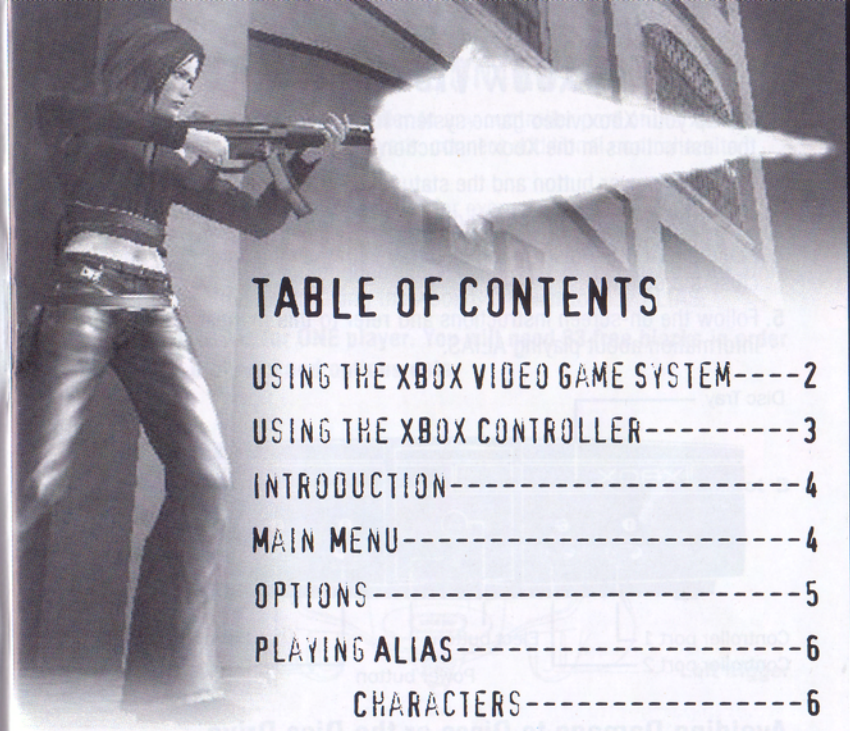
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to nd this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.



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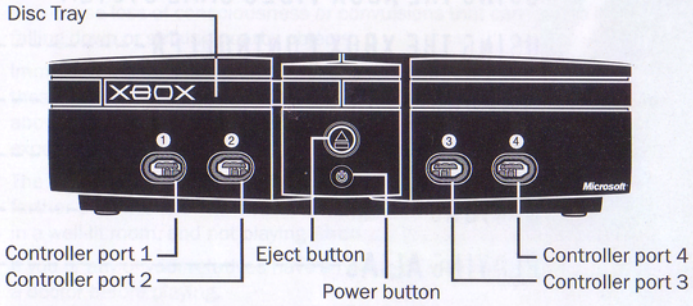
USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox video game system from Microsoft by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the ALIAS™ disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing ALIAS.



Avoiding Damage to Discs or the Disc Drive

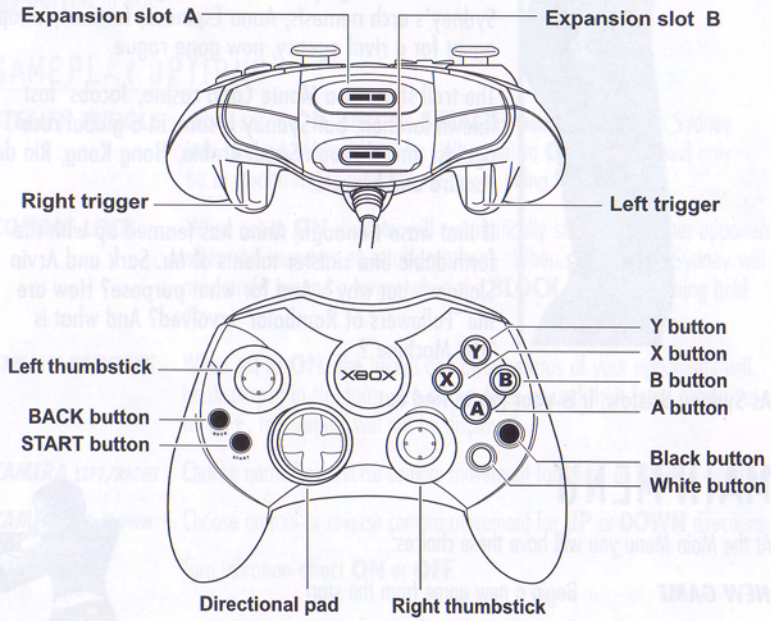
To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER

1. Connect the Xbox Controller to any controller port of the Xbox console. For multiple players, connect additional controllers to available controller ports
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play ALIAS.

Note: ALIAS is for ONE player. You will need 33 free blocks in order to save progress and options data.



INTRODUCTION

Meet Sydney Bristow, an active field agent for the CIA specializing in infiltration and data retrieval. Young. Smart. Deadly.

When Sydney is called in to work on her day off, she knows there must be a high priority mission on the line. The order has come from the CIA's best mind: her father Jack Bristow.

A fellow operative, Agent Jacobs, has gone missing in suspicious circumstances. His last communiqué to the CIA contained highly sensitive intelligence regarding Sydney's arch nemesis, Anna Espinosa, formerly a top agent for a rival agency, now gone rogue.

The trail starts in a Monte Carlo casino, Jacobs' last known location, but Sydney is soon in a global race against time through Saudi Arabia, Hong Kong, Rio de Janeiro and beyond.

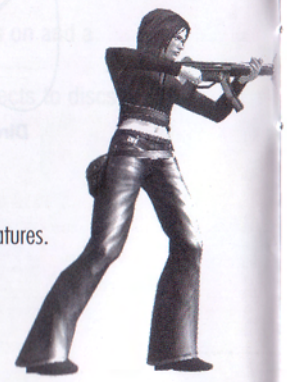
If that wasn't enough, Anna has teamed up with the formidable and sinister talents of Mr. Sark and Arvin Sloane -- but why? And for what purpose? How are the "Followers of Rambaldi" involved? And what is "The Machine"?

As Sydney Bristow, it is your job to find out.

MAIN MENU

At the Main Menu you will have these choices:

NEW GAME	Begin a new game from the start.
CONTINUE GAME	Resume a previously saved game.
OPTIONS	Adjust options.
EXTRAS	View the game credits and other bonus features.



OPTIONS

AUDIO OPTIONS

SFX	Adjust the sound effects volume (left is low, right is high).
MUSIC	Adjust the background music volume (see above).
SPEECH	Adjust the in-game speech volume (see above).

When you are done, press the Ⓐ **button** to accept settings and the Ⓑ **button** to exit.

GAMEPLAY OPTIONS

STEALTH TOGGLE	When set to **ON**, press the **STEALTH button** to toggle Sydney into and out of stealth mode. When set to **OFF**, Sydney will only be in stealth mode while the button is being held down.
COMBAT LOCK	When set to **ON**, Sydney will automatically strafe around her opponent when she launches an attack on them. When set to **OFF**, Sydney will only strafe around a target when the **BLOCK button** is being held down.
ENEMY TARGETS	When set to **ON**, the health and attack status of your opponents will be displayed in the form of a target circle around their feet. When set to **OFF**, the targets will not be displayed.
CAMERA LEFT/RIGHT	Choose normal or reverse camera movement for **LEFT** or **RIGHT** directions.
CAMERA UP/DOWN	Choose normal or reverse camera movement for **UP** or **DOWN** directions.
VIBRATION	Turn vibration effect **ON** or **OFF**.

CONTROLLER SETUP

Choose from 3 different control set-ups.

PLAYING ALIAS – CHARACTERS

SYDNEY BRISTOW

Agent Bristow is the central character in Alias, the one you control.

Sydney is a spy who didn't realize she was working for SD-6, a covert agency trading intelligence for profit, working outside of any government control. When the head of SD-6, Arvin Sloane, had her fiance killed, Sydney discovered the truth. She began working with the CIA to bring SD-6 down from the inside. She now works for the CIA full-time.

MARCUS DIXON

Marcus Dixon was Sydney's mild-mannered and reliable partner at SD-6. They completed dozens of missions together for SD-6, and have a built up a trusting and solid working relationship. He is now working for the CIA since the dissolution of SD-6.

During the in-game missions he provides vital information and mission updates via the HUD communications link.

MICHAEL VAUGHN

Agent Vaughn works for the CIA as Sydney's "handler". Not a field agent initially, he has become gradually more personally involved with the missions, in large part due to his romantic feelings for Sydney. These feelings, however, have clouded his judgment in the past and his CIA bosses are not happy. He will provide additional information and mission updates through Sydney's communications link to update her with objectives.

ARVIN SLOANE

Arvin Sloane was once the crafty head of SD-6, who disappeared once Sydney helped destroy it. He is a ruthless and calculating man who will kill or leave for dead anyone he considers even the mildest of liabilities. Sydney despises him.

MARSHALL FLINKMAN

Marshall Flinkman is the head of Operations Technology, a geeky gadget genius more at home with engineering than with people.

Flinkman appears during mission briefings to outline the use of the mission's gadgets, and may also appear during missions (through the communications link) to give Sydney any additional information she might need about the gadgets.

MR. SARK

Mr. Sark is a cunning freelance spy who is currently working for Arvin Sloane. He has had numerous dealings with SD-6 and Sydney, and is a formidable opponent. He is skilled in combat, extremely intelligent, and usually one step ahead of the game.

Sydney will encounter Sark several times, and will have to use all her skills to deal with him.

ANNA ESPINOSA

An agent for a rival intelligence agency (the Russian-based K- Directorate), Anna has been Sydney's nemesis for years, often in competition with Sydney for exactly the same artifacts and intelligence. Since Mr. Sark assassinated the head of K-Directorate, Anna has struck out on her own, attempting to collect Rambaldi artifacts for herself.

Anna is an extremely gifted agent, Sydney will find it challenging to defeat her.

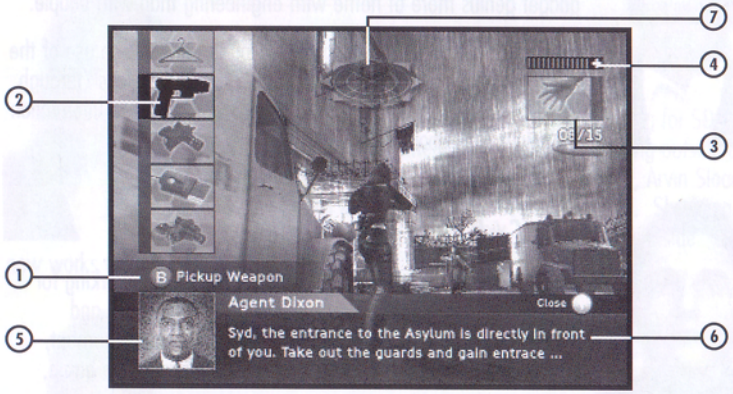
JACK BRISTOW

For years, Sydney thought her father was nothing more than an emotionally frozen airplane parts salesman. But now she has discovered that he has been working for the CIA since she was born. Jack Bristow is one of the CIA's keenest intelligence minds – but his cold demeanor has always made it difficult for the two to bond. Now, when the stakes couldn't be any higher, Jack and Sydney will have to bridge the emotional gap between them – and save the world in the process.

GAME SCREENS

HUD

The Heads Up Display (HUD) is your basic game display screen.



1 ACTION FUNCTION

When in range of a usable object, an icon will indicate that the **ACTION button** will perform a certain action.

2 GADGET ICON

When you have a gadget selected, the icon for that gadget will be displayed. To view available gadgets, press **UP** or **DOWN** on the directional pad. If a gadget is needed to use the object, the Op-Tech icon will show here.

3 WEAPON ICON

You can carry one weapon at a time. You can drop the weapon by highlighting the icon (press RIGHT on the directional pad). When the machine gun has been collected, an ammo counter will appear.

4 HEALTH METER

The health meter displays Sydney's current amount of health. Each time she takes damage, the meter will decrease. When it is empty, you have failed the mission. Press the **A button** to return to the Main menu to begin a new game or continue a saved one.

5 COMMUNICATIONS LINK

An image of your colleagues appears when they wish to communicate with you.

6 TEXT BOX

Message content appears here.

7 TARGET ARROW

At times, a target arrow will appear to help guide you to your next objective.

PAUSE MENU

Press **START** at any time to pause the action and access the pause menu. Press the **left trigger** or **right trigger** to toggle to the Map area, Training area, your Items inventory, messages, mission Objectives or Options.

SAVE

Save your progress. You can save the game at save points within the missions, but remember that when you re-load, you will be starting back at this position.

LOAD

Load a previously saved game.

AUDIO

These options allow you to affect the audio values in the game.

SFX	Increase or decrease the volume of sound effects
MUSIC	Increase or decrease the volume of music
SPEECH	Increase or decrease the volume of speech

GAMEPLAY

These options affect how you play the game.

STEALTH TOGGLE	With Stealth Toggle **ON**, Sydney will toggle into and out of stealth mode when the **STEALTH button** is pressed. With the toggle **OFF**, she will only stay in stealth mode while **STEALTH button** is being held.
COMBAT LOCK	With the combat lock **ON**, Sydney will automatically strafe around an opponent when she launches an attack. With the lock **OFF**, she will only strafe around an opponent when the **BLOCK button** is being held.
ENEMY TARGET	When **ON**, the health and attack status of your enemies in is displayed in game via target circles. Turn it **OFF** to if you don't want to see this information.
CAMERA LEFT/RIGHT	Choose normal or reverse camera movement for **LEFT** or **RIGHT** directions.
CAMERA UP/DOWN	Choose normal or reverse camera movement for **UP** or **DOWN** directions.
VIBRATION	Turn vibration effect **ON** or **OFF**.

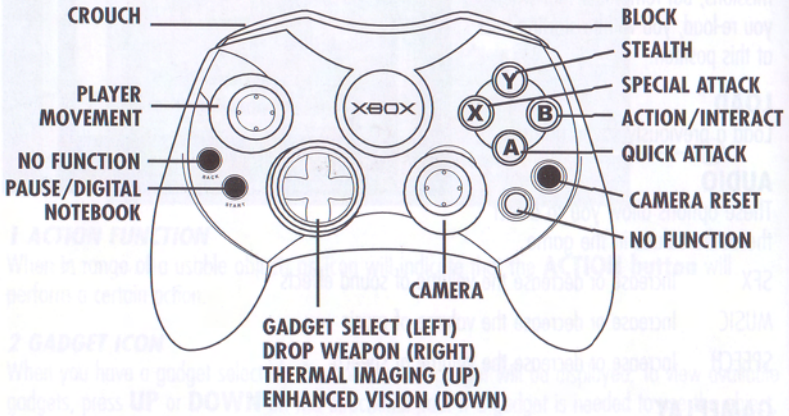
QUIT GAME

YES Quits the game. This will not save the game.

NO Returns to the game.

DEFAULT CONTROLS

Default controls are used throughout this booklet. You can set your own control scheme by selecting Change Controls from the Controls option on the Options menu.



INTERACTING WITH THE ENVIRONMENT

Throughout your missions, you will come in contact with certain items and objects. Your success in manipulating them is vital.

PUSHING

There are movable objects which can be pushed and pulled. To grab hold of an object, move Sydney up against it, and press the **ACTION button**. Sydney will let go of the object when the **ACTION button** is released.

CARRYING

There are certain objects which can be picked up and used. You can only carry one object at a time. You cannot hold a weapon and an object at the same time. Move to an object and press the **ACTION button** to carry it. To drop it, press **RIGHT** on the **directional pad** then the A button.

THROWING

Some small objects can be picked up and thrown. Use the **ACTION button** to pick up an object, press it again to throw the object. You can use this as an offensive weapon (hold block down to lock onto an enemy when you throw), or to create a distraction.

WALL PRESS

When you press against a wall in stealth mode, Sydney will press her back against the wall and move left and right. This is useful for getting across narrow ledges, peering around corners, and setting up stealth attacks on unsuspecting enemies.

CLIMBING

The world is full of ups and downs, and you'll have to climb both directions to navigate various areas. To climb up a ladder or vertical pipe, maneuver Sydney onto the object and press ↑ on the left thumbstick. To climb down, do the same, but press ↓ on the left thumbstick. To jump up and grab a high ledge or overhead pipe, stand next to the ledge facing it or underneath a pipe and use the **ACTION button** to jump up and grab it.

BREAKING THINGS

It's not only fun to break things, sometimes it's imperative. To break an object, move nearby and press the **ATTACK button**. You can lock onto breakable objects by holding the **BLOCK button** down.

DOORS, SWITCHES AND MACHINES

Throughout your adventures, you'll encounter all manner of doors that need opening, switches that need throwing and machines that need your tender touch. Just move next to the item and press the **ACTION button**.

COMBAT

QUICK ATTACKS

Launch quick attacks by pressing the **ATTACK button**. Used alone you'll get fast punches, handy for dealing out swift blows. You can also string together combos by pressing the **ATTACK button** repeatedly, timing your button presses to fall around the impact point of each attack. HOLD the **ATTACK** button to power up your combo. You can tell how powered up your Combo is by the Power Ring* around your feet – the brighter it becomes, the more damage your combo is doing.

*** You can only see the power ring when you have the Enemy Targets switched to ON in the Gameplay Options screen.**

SPECIAL ATTACK

The **SPECIAL ATTACK button** triggers many different attacks. These take slightly longer than the quick attacks to launch, but they have some devastating effects.

Use **SPECIAL ATTACK** on its own to launch a wide sweeping attack - good for impacting with multiple opponents.

Double tap the **SPECIAL ATTACK button** to launch an advancing attack that gives you a greater range on your attack. An advancing attack will also break an opponent's block. When your enemy has a double arrow icon on the front of their Target Circle*, you are in range for an advancing attack. When they have a single arrow, you are in range for all other normal attacks.

Press and hold the **SPECIAL ATTACK button** for a jumping attack. You'll see your Power Ring growing bright when your jumping attack is ready to launch. When it is fully bright, your jumping attack is powered up to the maximum. Jumping attacks are particularly good on a prone opponent.

Use the **SPECIAL ATTACK button** directly after a quick attack or quick attack combo to see what results you get – particularly if your opponent is close to a wall or an object around 3 feet high… If you can manage to get directly behind your opponent, the **SPECIAL ATTACK button** will trigger some attacks specifically designed to take advantage of their vulnerable state. If you can overlook an opponent from a high ledge, that's even better…

*** You can only see the Target Circles when you have the Enemy Targets switched to ON in the Gameplay Options screen.**

BACK ATTACK

Use **ATTACK** and **SPECIAL ATTACK** together to launch an attack which impacts with an opponent standing directly behind you.

CROUCHING

When crouching, you can use **ATTACK** to launch an upwards-striking attack or **SPECIAL ATTACK** to perform a low sweep. Be careful: crouching for too long will make you vulnerable to your foes.

BLOCKING

Block opponent's impacts by holding the **BLOCK button**. This will greatly reduce the damage you take from an impact, but note that not all impacts can be blocked – very powerful ones will break your block. While you are holding a block, you will also be able to launch short-range attacks by pressing the **ATTACK button**.

DODGING

If you press the **ACTION button** and move the left thumbstick while holding the **BLOCK button** you will dodge. You can dodge forward, backward, left or right – the direction you dodge in will be dictated by the direction in which you move the left thumbstick. If you dodge forward when an enemy is directly in front of you, you may be able to flip over their head and land right behind them.

COUNTER MOVES

Pressing the **SPECIAL ATTACK** button while you are holding the **BLOCK button** will counter an enemy's attack. Counters must be timed right though – attempt it too early and your opponent will get wise, leaving you vulnerable; try it too late and their attack will have already impacted with you.

DISARMING

If you use a counter on an enemy carrying a weapon, you'll disarm them. If you are unarmed, you'll automatically get their weapon. If you're already carrying a weapon you'll knock their weapon out of their hands.

WEAPONS

Weapons increase your attack range and also the amount of damage you can do to an opponent. But special agents have to travel light so you'll have to improvise - there'll be plenty of things around the environment that you can pick up and use to your advantage. Hand held weapons come in two flavors, short (up to 3 feet long – try bottles, baseball bats, frying pans…) and long (up to 6 feet long long – brooms, metal pipes, pool cues…). The type of weapon you have will affect the attacks you launch. Just remember, anything you can do unarmed you can do with a weapon, and anything you can do with a weapon is going to hurt your opponent just that little bit more. Be aware that a weapon degrades each time you strike something with it and will eventually break apart.

GUNS

If you disarm a guard, or if you knock an armed guard out, you'll be able to use his gun. Press the **ATTACK button** to fire it. Once the bullets are used up the gun is useless and you'll discard it. The big disadvantage of a gun is the noise it makes – other guards will come running if they hear the sound of gunfire. Use **SPECIAL ATTACK** when holding a gun to perform a much quieter strike to your opponent with the butt of the gun.

STEALTH

Press the **STEALTH button** to enter stealth mode. When you are in stealth mode, you will move more quietly than normal. This will help you to creep around unnoticed.

STEALTH ATTACKS

Press the **SPECIAL ATTACK button** when you're in range of a target who hasn't seen you to knock them out quickly and quietly.

WALL HUGS & AROUND CORNER ATTACKS

Walk directly into a wall when in stealth mode to press and hug against it. You can move left or right along the wall in this position. When you get to a corner or doorway, you can use the left thumbstick to peer around the corner. From this position, you can also use **ATTACK** or **SPECIAL ATTACK** to surprise an unsuspecting enemy. Using the **ACTION button** will cause you to slide around the corner to the other side.

STEALTH DOOR OPENING

When hugging against the wall near a door handle, the **ACTION button** will allow you to quietly open up the door so you can check the room ahead without strolling right on in unannounced.

SHADOWS

Find patches of shadow to help you stay unseen. It helps to be in your stealth suit disguise to use these effectively – bright or shiny outfits do not hide well in the dark.

DIGITAL NOTEBOOK

Your Digital Notebook shows your Op-Tech gadgets, maps and mission objectives. Press **START** to access your Digital Notebook.

OP-TECH INVENTORY

No self-respecting spy is without a full array of high and low tech gadgets, or operations technology. You begin each mission with certain items already in your inventory. You may collect others during a mission.

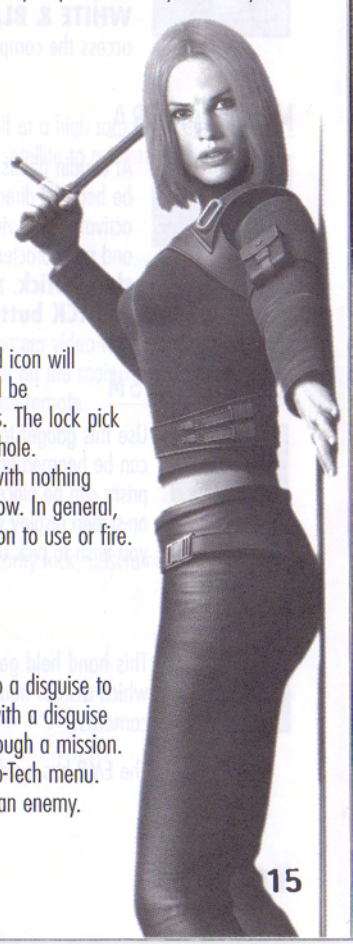
SELECTING OP-TECH GADGETS

Op-Tech gadgets are selected by pressing left on the directional buttons, activating the **OP-TECH** icon roll down menu. The icon for every gadget you have in your inventory is displayed, with the last selected gadget at the top and highlighted by default. Scroll through the op-tech menu by pressing ↑ and ↓ on the directional pad.

Press the **ATTACK button** and the currently highlighted icon will be selected and the mode associated with that gadget will be activated. Some gadgets can only be used in certain areas. The lock pick for example can only be used when close to a locked keyhole.
If you press the Ⓑ **button**, the gadget menu will quit with nothing selected. The use of some Op-Tech gadgets is detailed below. In general, aim with the left thumbstick and press the **ACTION** button to use or fire. You'll have to learn the others as you go…

DISGUISES

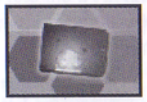
At various times, you will need to slip into a disguise to fool your foes. You may start a mission with a disguise or may find disguises as you progress through a mission. Disguises can be selected from the costume icon in the Op-Tech menu. You cannot change into a disguise if you are too close to an enemy.



LOCK PICK

You will find the lock pick set invaluable for opening locked doors (the lock pick can only be selected within range of a pickable lock). Rotate the left thumbstick to find the correct place to drop pins into the lock barrel and drop the pins by pressing the Ⓐ **button**. The Ⓑ **button** quits out of the mode at any time, resetting the lock if it has not been completely unpicked.

REMOTE MODEM



An important gadget for bypassing computer security systems, hacking into computers and relaying data to HQ. Once activated, press the Ⓐ, Ⓑ, **WHITE & BLACK buttons** to engage the hacking protocols and access the computer data.

MINI CAMERA

At certain points it will be vital to obtain photographic evidence which can be beamed directly back to operations HQ. Once Camera mode is activated, the view changes to a first person through the lens perspective and no character movement is possible. Aim the camera using the **left thumbstick**, zoom in or out with the **right thumbstick**. Press the **ATTACK button** to take a picture.

RAZOR PRISM

Use this gadget to intercept video signals without detection (the video signal can be beamed back to HQ). Highlighted action points will show where the prism can be placed. Press the **ATTACK button** to place the prism. The on-screen display will change to show the active screen and main screen. If you wish to pick up the prism, press the **ACTION button**.

EMP GUN

This hand held generator creates directional electro-magnetic pulse waves which disrupt nearby electrical equipment. It can temporarily disable CCTV cameras.

The EMP has a side effect of repelling light metal objects.

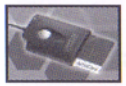
DNA SCANNER

This biometric scanner matches DNA samples to a remote database. It samples DNA from a live target by filtering cells in the air.

THERMAL IMAGING

This compact eyepiece monitors thermal energy using infrared rays, allowing you to identify live targets and areas of extreme heat or cold. Thermal imaging can be accessed by pressing ↑ on the D-Pad.

HARD DRIVE DOWNLOADER

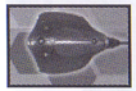


Copies all data from any hard drive to itself at a high rate when placed close to a computer. Lock into coordinates with satellite to activate transmission of data.

CCTV SIGNAL JAMMER

A two part device that disrupts security camera video feed. The frequency scrambler is inserted into the signal splitter on the main control board and activated for 10 seconds at a time with the remote.

KEYPAD DESCRAMBLER



This attaches to any standard keypad security lock, unscrambles the correct entry sequence and opens the lock.

LASER BEAM INTERRUPTER

This small magnetic gun has two reusable interrupters which when fired auto-lock over the base of a laser sensor, breaking the beam without setting off the alarm. The gun will magnetically reclaim a planted interrupter if you fire while aiming at it.

FINGER PRINT REPLICATOR

Use this to scan an unconscious subject's fingerprints (place in contact with the device). The prints will be replicated in a liquid polymer which can be applied over the user's fingers to fool automatic finger print security checks.

TRACER SERUM

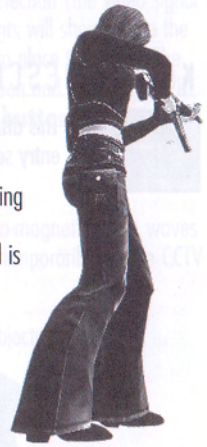
A tasteless, odorless serum with radioactive isotopes, when ingested by a subject it will allow you to track them for up to 24 days.

LASER

The laser is useful on objects that are susceptible to a laser ray. Activating this gadget will change the display to first person. Aim with the left analog stick, fire with the **ATTACK button**.

DE-IONIZED NITROGLYCERINE

A chemical compound designed to decay the stabilizing element of the Rambaldi fuel cells. The fuel cell will become highly unstable minutes after the compound is introduced, with unknown results. Be careful.



DV RECORDER

When attached to a glass surface this miniature DV recorder will record audio and video on the other side of the glass.

COOLANT BOW

This gun locks onto the base of heat sensor beams and shoots out a ball of liquid nitrogen to disable them. The effect will last for several seconds before the heat of the beam breaks it down and renders it ineffective.

SONIC BOOSTER

Ultra sensitive parabolic microphone picks up the slightest sound in almost any terrain under practically any weather conditions. Equipped with record and playback feature.

NEUTRINO READER

This scanner detects the presence of neutrino particles. When kept in range of a neutrino emitting body can establish a lock onto a neutrino signature which can then be tracked remotely.

ENHANCED VISION

Experimental technology based on advanced matrix computing to extrapolate the sight range and angle of surrounding live and mechanical targets, which are displayed visually, allowing the user to predict the sightlines of potential aggressors. Enhanced vision can be accessed by pressing ❶ on the D-Pad.

MAPS

To view maps vital to your mission, select Maps in your Digital Notebook. Some maps must be found during gameplay.

As you progress through the mission, more parts of the area you are exploring will be downloaded to your map, so come back and check it often if you lose your bearings. Press the right thumbstick **UP** or **DOWN** to zoom in and out of maps.

MISSION BRIEFINGS

Before each mission a screen will appear giving you particulars on the tasks ahead, including gadgets and disguises.

COMMUNICATIONS

During missions, Vaughn and Dixon will communicate with Sydney to offer advice, updates and objectives. Sydney will also communicate with HQ via various gadgets.

BEGINNING AND BEYOND

Your first mission finds you in disguise infiltrating Mr. Sark's casino in Monte Carlo. This mission will give you an opportunity to become familiar with the controls and hone your skills. Follow mission briefings and complete objectives. If you fail a mission, you must try again until you successfully complete it. Good luck, Agent Bristow.

SAVING YOUR PROGRESS

You can save your progress at save points by pressing the **START button** to pause the game, then selecting **SAVE** from the pause menu. If you fail a mission or die, you will be able to continue from your last save point.

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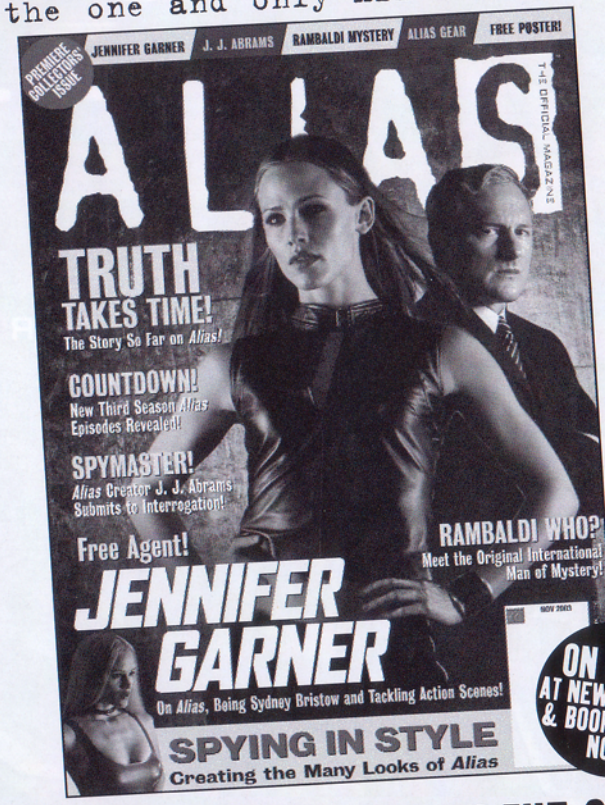

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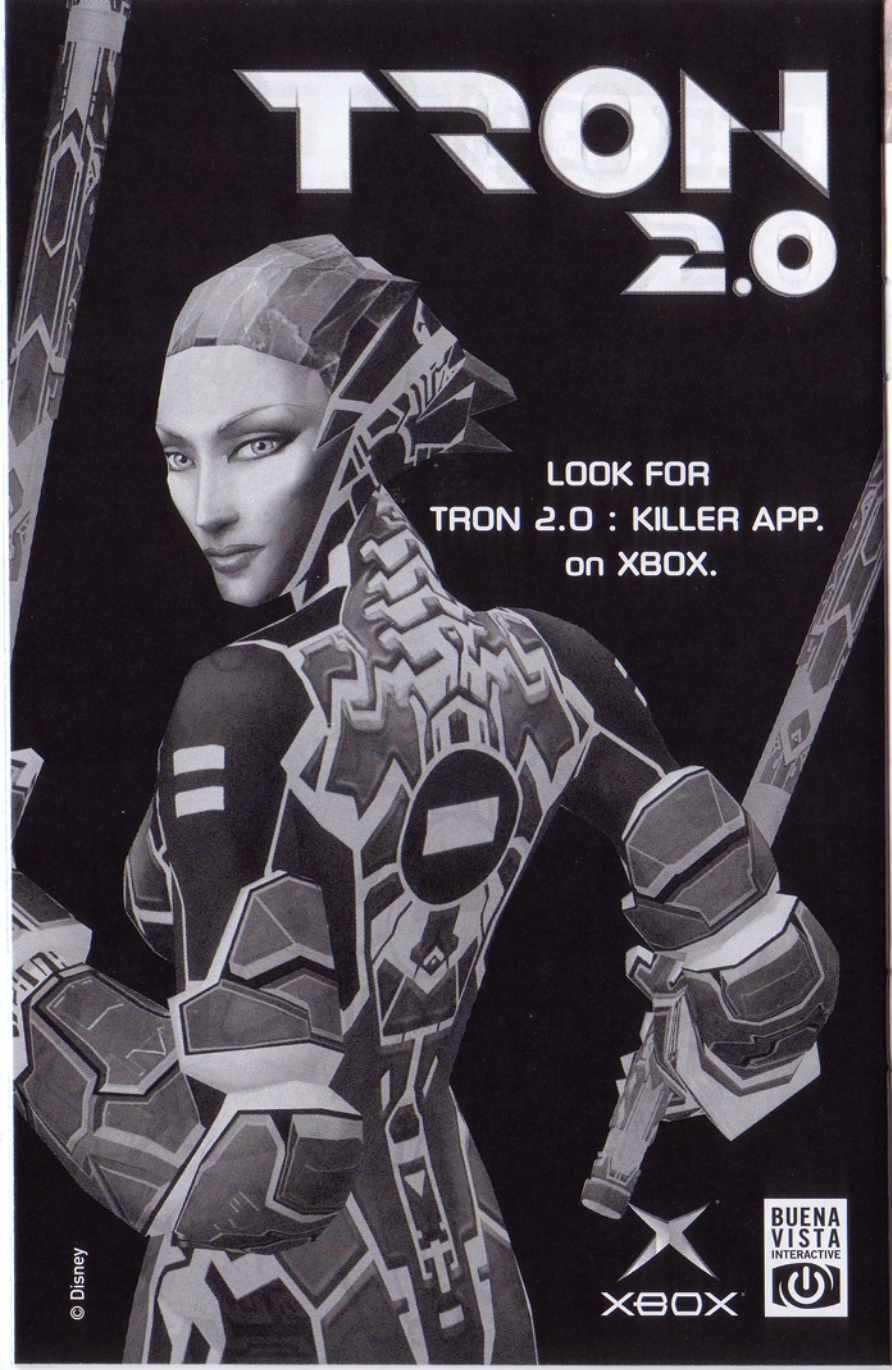
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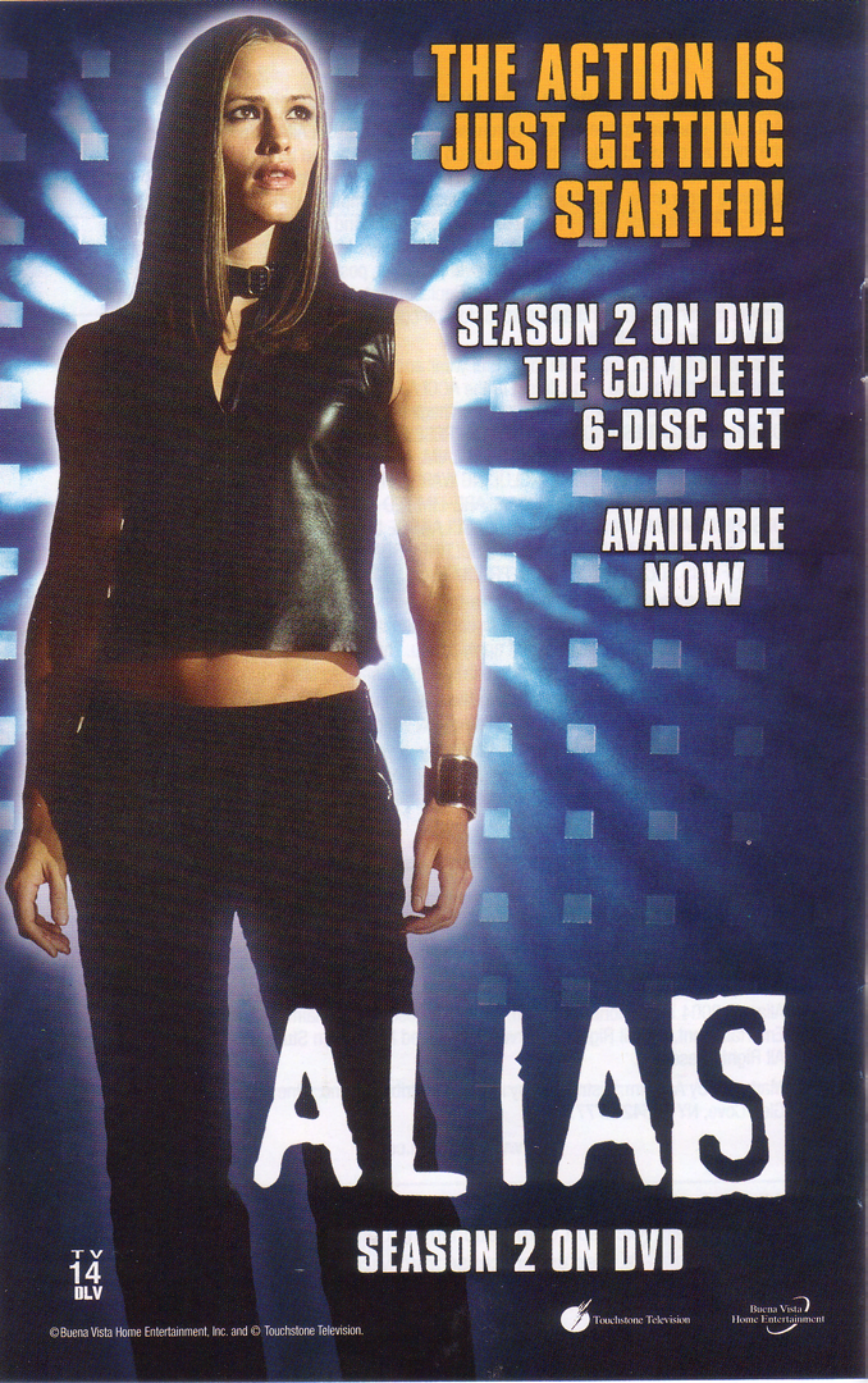
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