

ALIENS VS PREDATOR REQUIEM



THE OFFICIAL GAME
OF THE MOVIE



SIERRA



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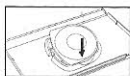
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PRECAUTIONS

This disc contains game software for the PSP® (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP® system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

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PAN EUROPEAN GAMES INFORMATION (PEGI) AGE-RATING SYSTEM

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE: It is not a guide to gaming difficulty.

Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-



VIOLENCE BAD LANGUAGE FEAR SEXUAL CONTENT DRUGS DISCRIMINATION

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SYSTEM SOFTWARE UPDATES

This PSP® (PlayStation®Portable) Game includes System Software update data for the PSP® system. An update will be required if an "update request" message is displayed on-screen at game start-up.

Performing a System Software update

The update data is displayed with the icon shown here on the Home Menu.



By following the on-screen instructions, you can update the System Software of the PSP® system. Before performing the update, check the version number of the update data.

- During an update, do not remove the AC Adaptor.
- During an update, do not turn off the power or remove the PSP®Game.
- Do not cancel the update before completion as this may cause damage to the PSP® system.

Checking that the update was successful

Select "Settings" from the Home Menu, and then select the "System Settings" option. Select "System Information" and if the "System Software" version number displayed on-screen matches the version number of the update data, then the update was successful.

For details on System Software updates for the PSP® system, refer to the following website: www.psp.com

PARENTAL CONTROL

This PSP®Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP® system to restrict the playback of a PSP®Game with a Parental Control Level that is higher than the level set on the PSP® system. For more information, please refer to the PSP® system Instruction Manual.

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

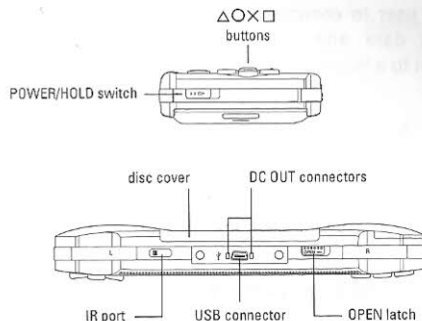
| PARENTAL CONTROL LEVEL | PEGI RATING AGE GROUP |
|------------------------|-----------------------|
| 9 | 18+ |
| 7 | 16+ |
| 5 | 12+ |
| 3 | 7+ |
| 2 | 3+ |





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GETTING STARTED



Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the **Aliens vs. Predator™ - Requiem** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the  and then the . A thumbnail for the software is displayed. Select the thumbnail and press the **X** button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a PSP™ Game Disc while it is playing.

MEMORY STICK DUO™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the Memory Stick Duo™ could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of your PSP™. You can load saved game data from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved games.

NOTE: Please ensure you have sufficient free space on your Memory Stick Duo™ before commencing play.

NOTE: Please select your preferred language from the system's Home menu before commencing play.

WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).



AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.



GAME SHARING

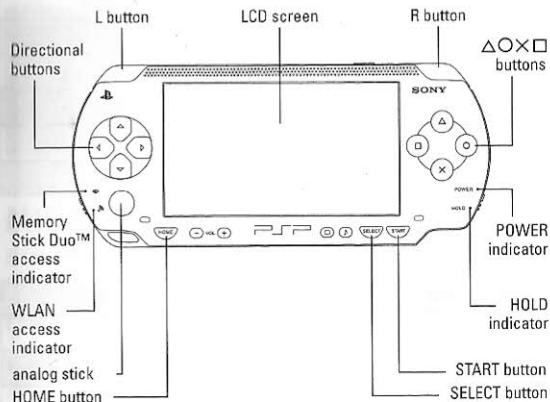
Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.



INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

STARTING UP



GAME CONTROLS CONTROLLING THE PREDATOR

| | |
|--|--------------------------|
| 3 rd -Person Movement | Analog stick |
| Action/Counter | × button |
| Primary Weapon Attack. (hold to charge up) | □ button |
| Secondary Weapon Attack (hold to charge up) | ○ button |
| Toggle First-Person View | △ button |
| Rotate Camera Right | R button |
| Rotate Camera Left | L button |
| Lock onto Enemy (if present) | L button and R button |

| | |
|---|--------------------------|
| Enter Strafe Mode (no enemies in view) | L button and R button |
| Cloak or Uncloak | Left button |
| Toggle Secondary Weapon | Right button |
| Normal Vision | Down button |
| Cycle Through Vision Modes | Up button |
| Activate Wrist Computer | SELECT |
| Pause | START |

FIRST-PERSON VIEW CONTROLS

| | |
|------------------------|--------------|
| Look Around | Analog stick |
| Zoom In | R button |
| Zoom Out | L button |
| Tag Targets | X button |
| Exit First-Person View | △ button |

INTRODUCTION

Not long ago, a Predator ship became infested with an Alien presence, which caused it to crash-land on Earth. Now you have been tasked with eliminating the rapidly spreading Alien infestation.

Currently, the infestation is confined to a relatively small geographic area, but you need to act fast to contain it and remove all signs of Predator and Alien presence. An arsenal of high-tech weaponry and equipment will assist you with your mission.

From time to time, new tactical information will be transmitted to you from the Elders to keep you informed of key facts.

PROFILE MENU

When you load the game, the first menu you'll see is the Profile Menu. From here, you have the option of Loading an existing Profile or Creating a New Profile.

MAIN MENU SINGLE-PLAYER



Story – Continue the most recently saved game or start a new one.

Skirmish – Start a Single-Player Skirmish game against hordes of Aliens.

MULTIPLAYER

Host Game – Create/host a game for other players to join.

OPTIONS

Invert Y-Axis – Inverts up-down movement of game camera in First-Person View.

Invert Camera – Inverts left-right rotation of game camera.

SFX Volume Slider – Adjust volume level of sound effects.

BGM Volume Slider – Adjust volume level of music.

HOW TO PLAY

Your task is to remove all evidence of Alien and Predator presence on Earth.

HUD

Energy

This bar in the top-right corner of the screen displays the current energy reserves of the Predator. Using the Cloak or discharging weapons will drain energy from this reserve. Energy expended will slowly recharge automatically over time.

Health

This bar in the top-left corner of the screen represents the current health of the Predator. If all health reserves are depleted, the Predator will die. Health will slowly recharge over time, but only to fill the next section of the health bar. The Health Injection option can be used from the Wrist Computer to convert energy into health.



Note: Using a health injection will deplete your energy reserves and cost honor points, so it should only be used in dire emergencies.

Honor

Your current honor score is displayed under the Energy Bar in the top-right corner. Killing enemies in an honorable fashion will increase your honor. Killing innocents or killing enemies in dishonorable ways may reduce your honor score.

If you are required to heal yourself, you will lose honor. When you have proved your worth by attaining sufficient honor, you will be rewarded with new equipment and upgrades.

Selected Weapon

This icon in the top-middle of the screen displays the currently equipped weapon.

Vision Modes

Advanced technology allows you to “see” in different ways:

Normal

This default mode gives the best view of the environment.

Alien

Specifically designed to detect Alien blood, this highlights Aliens and also allows you to track specific ones.

Thermal

Thermal vision is useful for detecting humans and machinery.

Tech

Use this to locate elements of the Predator ship that are strewn across the environment and to detect other technology.

The vision modes are incredibly useful, so it's worth getting to know their specific advantages and disadvantages.

CONTROLS

| | |
|--------------------------|---|
| 3rd-Person Movement | Use the analog stick to move forward, backward, left or right. |
| Action | Press the X button to dissolve nearby evidence of infestation or to interact with objects in the game, such as to get onto a ladder or activate switches. |
| Counter | Press the X button at specific times during melee combat to execute unique counter moves. |
| Primary Attack | <p>Press the □ button to attack with your claws. Remember that greater accuracy can be achieved by “locking” onto your target before attacking.</p> <p>Holding the □ button down will charge up the attack, making it more powerful.</p> |
| Secondary Attack | <p>Press the ○ button to attack with your currently equipped secondary weapon. Remember that greater accuracy can be achieved by “locking” onto your target before attacking.</p> <p>Holding the ○ button down will charge up the attack, making it more powerful and using more energy.</p> |
| Cloak | Press the (Left Button) to activate your cloaking technology, which makes it much harder for enemies to detect you. Be careful though, getting too close or making too much noise will still cause you to be detected. |
| Toggle First-Person View | <p>Pressing the △ button will change your view to First-Person mode. In this mode, you are unable to move, but you gain the ability to Zoom in or out to have a good look at your surroundings.</p> <p>It also allows you to “tag” a certain number of enemies by pressing the X button. When “tagged” enemies are killed, you gain extra honor points.</p> |

| | |
|--|---|
| Rotate Camera Left or Right | Use the R button or L button to rotate the camera position. |
| Lock onto Enemy (if present) | Press and hold both the L button and R button simultaneously to "Lock" onto an enemy. Once you are locked on an enemy, use the analog stick to move and rotate around the enemy you have locked in your sights. |
| Enter Strafe Mode (no enemies in view) | Press and hold the L button and R button to strafe left and right using the Analog stick. |
| Toggle Secondary Weapon | Press the Right button to toggle your secondary weapon. |
| Cycle Through Vision Modes | Use the Up button to cycle through the available Vision modes. Use the Down button to return to Normal Vision mode. |
| Activate Wrist Computer | Press SELECT to activate the Wrist Computer. While in the Wrist Computer interface, press the <input type="checkbox"/> button to restore lost health at the cost of energy and honor points. |
| Pause | Press START. |

SELECTING WHICH ROUTE TO TAKE THROUGH THE GAME

There are various level paths available through the game to reach the final battle. Each level has its own unique objectives and challenges which may require you equip different weapons that will be most ideal for each situation.

ENTERING A LEVEL

When starting or continuing a game, you will be presented with a map that displays the available routes through the game. The routes may change depending on which levels you have previously visited.

Use the directional buttons to highlight the desired level and press the X button to confirm your selected route.

You will then proceed to the equipment screen to select your desired weapons for the mission.



EQUIPMENT LOAD-OUT

On this screen, you have to decide what offensive equipment you wish to carry. Use the Up button and Down button to cycle through the available options and the X button to select the required Equipment. When you are happy with your equipment configuration, highlight the Continue prompt and press the X button to proceed to the Mission Objectives screen.



Weapons

| | |
|--------------------|---|
| Wrist Blades | Up close melee weapon, low damage, used as a last resort. |
| Spear | Two handed melee weapon, inflicts more damage than the claws. The Charged attack will hit, injure and knock down all enemies surrounding you. |
| Disc | Used up close, the Disc acts as a melee attack. However, its true power comes from its ability to hit multiple "tagged" enemies when thrown. |
| Shuriken | A deadly projectile that is very useful for performing silent stealth attacks when thrown. |
| Shoulder Cannon | This shoulder mounted weapon fires devastating plasma projectiles. When upgraded to maximum power, it becomes a Dual weapon. |
| Plasma Hand Cannon | A hand held Plasma Cannon with a much higher rate of fire than the Shoulder Cannon, but inflicts less damage. |

MISSION OBJECTIVES

The Mission Objectives screen lists the objectives you should aim to accomplish as you progress through the area.

When you are ready to begin the selected mission, press the X button to confirm.

WRIST COMPUTER

One of the most useful pieces of equipment available to you is your Wrist Computer.

It can be used to restore lost health at the cost of energy and honor points and to view your current location on its built-in virtual map.

Most importantly, your Wrist Computer allows you to receive communication from the Elders of your race on your home world.

HONOR

Throughout the game, you will collect Honor Points. Killing enemies in an honorable way (for example killing an Alien) will award you honor, but killing an unarmed human will be deemed dishonorable and will cost you honor points.



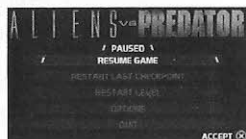
As your honor point total increases, upgrades to your weapons, technology, armor and power will be awarded.

REMOVING EVIDENCE OF ALIENS AND PREDATORS

Part of your equipment allows you to dissolve small pieces of evidence of Alien and Predator presence. Keep an eye out for these pieces of evidence—the more you dissolve, the more honor points you receive.

PAUSE MENU

During single-player story mode, press START to pause the action and display the Pause Menu. From the Pause Menu, you will have the following options:



Resume Game – Exit the Pause Menu back to the game.

Restart Last Checkpoint – Restart from the last checkpoint.

Restart Level – Restart the current level from the beginning.

Options – Display the Option Menu.

Quit – Return to the level select screen.

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In the event that the media proves to be defective during that time period please directly contact your retailer.

In order to enforce the above-mentioned warranty retailer should be informed of the defect at least 2 (two) months following its discovery.

Some states/jurisdiction do not allow limitation on duration of an implied warranty, so the above limitation may not apply to you.

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