

SEEGSON



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Instruction Manual

WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: 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 with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and 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, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

PLEASE NOTE: The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product.

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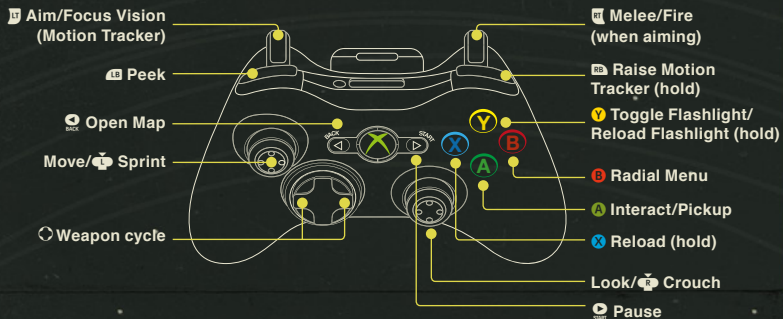
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Alien: Isolation™ is a survival horror experience set 15 years after the events of Alien™.

Amanda Ripley finds herself trapped on the Space Station Sevastopol, hunted by the nightmare responsible for her mother's disappearance.

Here she must use whatever tools she can find to break through the station's security and protect herself from threats both familiar and alien. Combining stealth, crafting, hacking and punishing violence, Amanda will have to go through hell to find the answers she's looking for.

Controls



* Alternative control configurations can be accessed from the Options menu in-game.

Game Screen



1
Objective updates

2
Currently held item

3
Health indicator

4
Flashlight battery status

5
Direction of current objective

6
Motion detection indicator

7
Ammo count

Story Mode

15 years after the disappearance of the commercial towing vessel *Nostromo*, the ship's flight recorder is discovered floating in deep space. Its owner, the Weyland-Yutani Corporation, immediately dispatches a team of representatives to Sevastopol Station to retrieve it. Among their number is Amanda Ripley, daughter of Ellen Ripley, the *Nostromo*'s warrant officer.

When the team arrives they find Sevastopol has been placed under quarantine and its skeleton crew is being hunted by an unseen foe; a monster that cannot be stopped.

Separated from her team, Amanda finds herself trapped on a station filled with desperate survivors, an implacable AI and the ultimate predator. The truth about her mother's fate is here somewhere, but first she must simply survive.

Survivor Mode

Survivor Mode challenges the player to a one-on-one confrontation with the Alien deep within the bowels of Sevastopol Station. They must use every tool available to them to complete a number of objectives and ultimately escape.

The player's final score will be posted to the Survivor Mode leaderboards and is determined by how efficiently they navigated their environment and how successfully they avoided their hunter.

Customer Support

Please check
www.sega.com/support or call

00 44 845 301 5502 (UK)*
1-800-613-162 (AU)

*International call rate.

Call charges may vary, please consult your phone provider.

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Customer support is available in the following language(s): English

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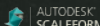

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