ALIENS versus PREDATOR
EXTINCTION

TEEN
T
CONTENT RATED BY
ESRB

ELECTRONIC ARTS™

FOX INTERACTIVE

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

❖ This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.

❖ Do not bend it, crush it or submerge it in liquids.

❖ Do not leave it in direct sunlight or near a radiator or other source of heat.

❖ Be sure to take an occasional rest break during extended play.

❖ Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board.

For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

PROOF OF PURCHASE
ALIENS VERSUS PREDATOR™ EXTINCTION

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ALIENS VERSUS PREDATOR EXTINCTION

CONTENTS

STARTING THE GAME

PlayStation®2 COMPUTER ENTERTAINMENT SYSTEM

MEMORY CARD slot 2
MEMORY CARD slot 1
disc tray
RESET Button
(OPEN) Button
USB connector
S400 i.LINK connector
controller port 1
controller port 2
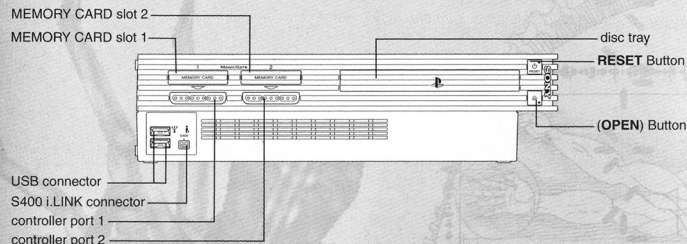
1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the *Aliens versus Predator™ Extinction* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

LIMITED 90-DAY WARRANTY

SAVING AND LOADING

Save or load files with these instructions.

NOTE: Your campaign progress is automatically saved at the end of each mission. If the game is started without a memory card (8MB) (for PlayStation®2), autosave is disabled. Autosave is re-enabled by saving a game or creating or loading a Profile.

NOTE: This game only supports MEMORY CARD slot 1.

To save a game during gameplay:

1. Press the **START** button. The Pause menu appears.

2. Select SAVE and press the ✖ button. The Save Game menu appears.

3. Select a game save slot and press the ✖ button. The game is saved.

To load a game from the Main menu:

1. Select LOAD GAME from the Main menu and press the ✖ button. The Load Game menu appears.

2. Select the desired game save and press the ✖ button. The Mission screen appears.

3. Press the **START** button. Gameplay resumes.

To load a game during gameplay:

1. Press the **START** button. The Pause menu appears.

2. Select LOAD and press the ✖ button. The Load Game menu appears.

3. Select the desired game save and press the ✖ button. The Confirmation screen appears.

4. Select Yes and press the ✖ button. The Mission screen appears.

5. Press the **START** button. Gameplay resumes.

COMPLETE CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button
R2 button
R1 button
directional button (D-button)
left analog stick (**L3** button when pressed down)
SELECT button
ANALOG mode button
START button
right analog stick (**R3** button when pressed down)
△ button
○ button
✖ button
□ button
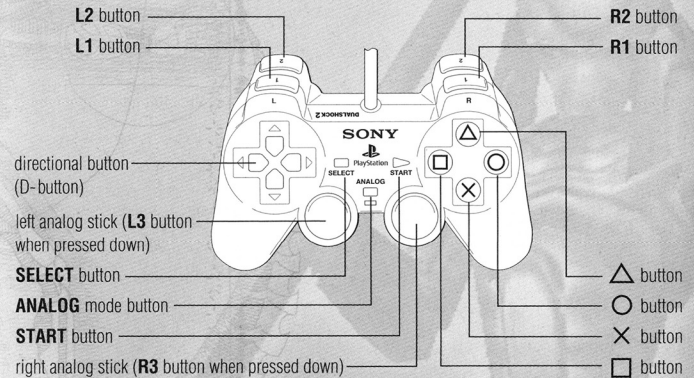
MENU CONTROLS

Navigate game menus with these controls.

Highlight menu items	D-button ↕
Cycle choices/move sliders	D-button ↔
Select/confirm	✖ button
Exit/cancel	▲ button

GAMEPLAY CONTROLS

Study these default combat moves.

Move cursor	left analog stick
Navigate mini-map	right analog stick
Jump to mini-map location	right analog stick then ✖ button
Select unit/units	✖ button / ✖ button (hold)
Action button	● button
Move units to location	left analog stick then ● button
Jump to event	▲ button
Jump to base	■ button
Special ability	R1 button
Grouping	L2 button + D-button
Command list	R2 button
Shift	L1 button
Pause menu	START button
Change camera view	R3 button

NOTE: When held down, the Shift button modifies the functions of other buttons.

CONTROLLER CONFIGURATIONS

Configuration 1 (➤ *Gameplay Controls* above) is the default configuration.

✳ To switch to Configuration 2 or Configuration 3, access the Options menu (➤ p. 8).

CONFIGURATION 2

Move cursor	left analog stick
Navigate mini-map	right analog stick
Jump to mini-map location	right analog stick then ✖ button
Select unit/units	✖ button / ✖ button (hold)
Action button	● button

PREDALIEN

✳ Inflicts extensive damage but lacks armor.

✳ Heals even when away from the Hive but not when attacked or near radiation.

✳ Upgrade has a tougher exoskeleton.

CARRIER

✳ Transports up to six Facehuggers.

✳ Has no armor and is vulnerable to fire.

✳ Upgrade can carry 12 Facehuggers. When killed by anything except fire it hurls its Facehuggers and spews acid.

RAVAGER

✳ Powerful death machine with hull blades for hands that slice through armor.

✳ Kills its prey outright, rather than rendering them comatose for impregnation.

✳ Upgrade deflects medium caliber weapon fire and enters a cataleptic state when near death that allows it to rebuild itself and return to battle.

DRONE

* Excellent for dragging hosts back to the Hive for impregnation.
* Not armored and vulnerable to all weapons.
* Only Alien, other than the Queen, capable of creating Hive Nodes.
* Upgrade spits a cyst-filled acidic froth on potential hosts. Aliens grown from these cystic acid hosts are tougher.

RUNNER

* Lightweight, fast, and ideal for scouting.
* Leaps at enemies, causing extra damage.
* Heals quickly when not under attack.
* Explodes violently if destroyed by fire.
* Upgrade injects poisonous spores that weaken its victim over time and allow it to track the victim.

WARRIOR

* Fast, tough, and savage. When killed it drenches nearby enemies in acid.
* Upgrade can penetrate armor, function after extreme amounts of damage, and regenerate lost limbs when on Hive-space.

Move units to location	left analog stick then ● button
Jump to event	R2 button
Jump to base	L2 button
Special ability	■ button
Grouping	▲ button + D-button
Command list	R1 button
Shift	L1 button
Pause menu	START button
Change camera view	R3 button

CONFIGURATION 3

Move cursor	left analog stick
Navigate mini-map	right analog stick
Jump to mini-map location	right analog stick then ■ button
Select unit/units	■ button/ ■ button (hold)
Action button	✖ button
Move units to location	left analog stick then ✖ button
Jump to event	▲ button
Jump to base	● button
Special ability	R1 button
Grouping	L2 button + D-button
Command list	R2 button
Shift	L1 button
Pause menu	START button
Change camera view	R3 button

INTRODUCTION

On the distant planet LV-742, a unit of Colonial Marines has made a terrifying discovery. On this cold planet, a monstrous battle is being waged between a cunning Alien hive and a clan of merciless Predators. With the arrival of the Colonial Marines, bloody skirmishes have morphed into all-out war between all three species—the ultimate prize, total dominion over all life-forms on LV-742.

Experience the *Aliens versus Predator™* universe as a member of an Alien hive, Predator clan, or elite squad of Colonial Marines and fight for the survival of your race. Control new classes of Aliens, Predators, or Marines and upgrade your weapons and abilities to gain a tactical advantage.

Do you have what it takes to win this ultimate battle of the species?

FOR MORE INFO about this and other titles, visit EA GAMES™ on the web at www.eagames.com.

ALIEN

Study these members of the Alien species.

QUEEN

✳ Only Aliens that can create eggs or order upgrades.

✳ A Hive may only have one Queen at a time.

✳ Upgrading her makes her tougher and can deflect all but heavy munitions. She also causes nearby Transbreed Aliens to go into a combat frenzy.

PRAETORIAN

✳ Possesses a durable exoskeleton and armor-piercing claws and sprays acidic blood.

✳ In the absence of a Queen, a Praetorian can morph into a Queen.

✳ Upgrade can transform into a Carrier or Ravager.
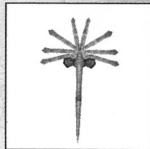
FACEHUGGER

✳ Impregnates host life forms with a Chestburster.

✳ Very vulnerable if not on Hive-space webbing or a Carrier.

✳ Upgrade causes the Chestburster it carries to split into twins when producing simpler Aliens like the Drone and the Runner.

BLAZER

* Well armored and inflicts extensive fire damage on multiple targets.
* Upgrade carries Dual Blazers that incinerate more enemies.

PREDGUN

* Heavy Plasma Cannons spew armor-penetrating plasma bolts and shrapnel.
* Self-healing when not under attack.
* Can pack up and deploy itself but cannot shoot while packed up.

SHRINE

* Only Predator unit that can order troops, upgrades, and vision modes.
* Mobile, tough, and well armed with a multi-beam heat gun that targets multiple enemies.
* Rapidly recharges the energy of nearby Predators.
* Self-healing when not under attack.

GETTING STARTED

Navigate the Profile screen and Main menu before honing your combat skills on the battlefield.

PROFILE SCREEN

Create a new profile or continue a game under a previously saved profile.

To create a new profile:

1. Select NEW PROFILE and press the ✖ button. A screen appears asking if you wish to create a new profile entitled "Extinction 1."
2. Press the ✖ button again. Your profile is created and the Main menu appears.
❖ Subsequent saved profiles are numbered sequentially.

To load a pre-existing profile:

1. Select LOAD PROFILE and press the ✖ button. A list of profiles appears.
2. Select a profile and press the ✖ button. The Main menu appears.

MAIN MENU

Access gameplay, options, tutorials, the bestiary, or credits from the Main menu.

LOAD A SAVED GAME — Load Game

Start Campaign — BEGIN A NEW CAMPAIGN

ADJUST AUDIO, CONTROL, AND DIFFICULTY OPTIONS — Tutorials / Options — GET SOME BASIC TRAINING

VIEW THE CREDITS OR REPLAY THE INTRO — Bestiary / Extras — LEARN MORE ABOUT EACH SPECIES
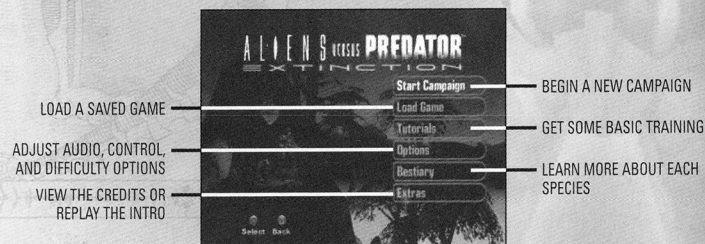
To start a new campaign:

1. Select START CAMPAIGN and press the ✖ button. The Species menu appears.
2. Choose to start a MARINE CAMPAIGN, PREDATOR CAMPAIGN, or ALIEN CAMPAIGN, and press the ✖ button. A list of missions appears.
3. Select a mission and press the ✖ button. The Mission screen appears.
4. Read the description of the mission and press the **START** button. Gameplay begins.

NOTE: When you successfully complete a mission, the next available mission in sequence becomes available to play.

To load a campaign:

1. Select LOAD GAME and press the ✖ button. A list of game saves appears.
2. Select a game save and press the ✖ button. The Mission screen appears.
3. Read the description of the mission and press the **START** button. Gameplay resumes.

OPTIONS

Adjust audio, control, and difficulty settings from the Options menu.

❖ To access the Options menu, select OPTIONS in the Main menu and press the ✖ button.

NOTE: Default options are listed in **bold** in this manual.

AUDIO

MUSIC	Adjust the music volume by pressing the D-button ↔.
EFFECTS	Adjust the in-game effects volume by pressing the D-button ↔.
VOICE	Make voices louder or softer by pressing the D-button ↔.
RESTORE DEFAULTS	Return to the game's original settings.

CONTROLS

❖ To select your control configuration, press the D-button ↕ to toggle between **CONFIGURATION 1**, CONFIGURATION 2, and CONFIGURATION 3.

❖ For more information, ➤ *Gameplay Controls* on p. 4.

DIFFICULTY

❖ To select your difficulty setting, press the ✖ button to toggle through EASY, **MEDIUM**, or HARD.

TUTORIALS

Get some basic training on inter-species combat.

To access a tutorial:

1. Select TUTORIALS in the Main menu. The Tutorial menu appears.
2. Select a tutorial and press the ✖ button. The tutorial begins after pressing the **START** button.

BASIC TUTORIAL	Teaches gameplay fundamentals.
ADVANCED TUTORIAL	Instructs advanced gameplay techniques.
MARINE TUTORIAL	Provides gameplay help on playing as Marines.
PREDATOR TUTORIAL	Offers instruction on playing as Predators.
ALIEN TUTORIAL	Learn how to play as the Aliens.

STALKER

✳ Has the longest attack range of all Predators and can remain cloaked for the longest time.

✳ Does not reveal its position to enemies when attacking.

✳ Upgrade carries a barbed harpoon-like Bleeder Spear that drains their victim's blood.

DISC MASTER

✳ Hurls up to three razor-edged discs that attack three targets before returning.

✳ Upgrade carries a set of nine nanovibronic discs that tear through armor and can activate a "haywire mode" that shreds enemies from within.

VANGUARD

✳ Well armored with a scythe that kills enemies within four hits.

✳ Upgrade carries a Killscreen Generator that vaporizes incoming enemy projectiles.

HYDRA

✳ Heavily armored and wields armor-piercing guided missiles.

✳ Upgrade possesses missiles containing multiple warheads that can attack up to three enemies each.

PREDATOR

Examine each of the Predator types.

BRAWLER

* Savage melee fighter with armor-slicing wrist blades.
* Speed and durability make it an excellent scout.
* Upgrade can deliver a Glory Strike that inflicts extra damage.

HUNTER

* Fires armor-penetrating bolts that explode into damaging plasma shrapnel.
* Upgrade ejects plasma that kills any enemy with a limited number of hits.

SPEAR MASTER

* Uses its spear to parry melee attacks, hit leaping Facehuggers mid-flight, and strike surrounding enemy attacks.
* Armor is resilient to fire, energy, and radiation.
* Recharges its energy supply when struck by fire or energy-based attacks.
* Upgrade wields a double-bladed staff of white-hot plasma that burns through enemy armor.

PLAYING THE GAME

From here on out, keep your head up and your weapon ready.

GAME SCREEN

Use this information to craft devastating strategic maneuvers.

MESSAGE AREA

SELECTION CURSOR

SPECIAL ABILITY

MINI-MAP

UNIT STATS

POPULATION COUNTER

CREDITS
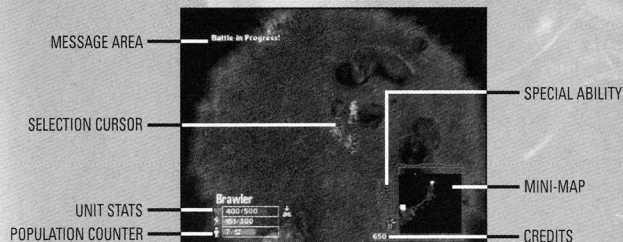
MINI-MAP	Provides an overview of the playing field.
SELECTION CURSOR	Allows you to select units.
UNIT STATS	Indicates a unit's name, health bar, and attitude setting.
POPULATION COUNTER	Provides the number of units and the maximum population allowed.
CREDITS	Indicates how much currency your group has.
SPECIAL ABILITY	Displays a selected unit's special ability.
MESSAGE AREA	Provides battle alerts, objective stats, and acknowledgements.

❖ To view the mission objectives, press the **START** button. The Pause menu appears with the mission objectives on the left.

NAVIGATING AND ATTACKING

Learn to issue orders, mobilize forces, and attack adversaries with ease.

SELECTING YOUR TROOPS

Blast away as a single unit or go to war with the full firepower of a group.

❖ To select a unit, highlight it with the cursor and press the ✖ button. The unit is selected.

❖ To select a group of units, press and hold the ✖ button. A circle radiates from the cursor. When you release the ✖ button, all units within the circle are selected.

- To select all on-screen units of the same type, highlight a unit and double tap the ✖ button. All units of that type are selected.
- To add a unit to a group, highlight the unit to add, press and hold the **L1** button and then press the ✖ button. The unit is added to the current group.

To create a unit group:

1. Select the units to be grouped.
2. Press and hold the **L2** button and then press up, down, left, or right on the D-button. Your units are assigned to that button.
3. Release the **L2** button. Your unit group is created.

- To select a group, press the D-button in the direction you assigned the group to.
- To select a group and center the camera on it, double tap the D-button direction it is assigned to.
- You can create up to four groups, one for each direction on the D-button (↑, ↓, ←, and →).

NAVIGATION

- The mini-map shows the entire sector of your mission, the locations of your units, enemy units that you can see, and, occasionally, objective markers.
- To jump to distant locations on the mini-map, move the right analog stick to the location on the mini-map you wish to view and press the ✖ button. The camera view jumps to that location.

To move your troops:

1. Select the troops you wish to move.
2. Move the on-screen cursor to the appropriate location and press the ● button. The troops travel to that location.

- An X over your cursor indicates you cannot send your troops there.
- To jump to a battle, press the ▲ button.
- To jump to your base unit (Queen, CommTech, or Shrine), press the ■ button.

ATTACKING

- To instruct your troops to attack, highlight the enemy with the cursor and press the ● button. Your units fire.
- To instruct your units to attack any enemies they may come across while moving, simultaneously press the **L1** button and the ● button.
- Attitude settings allow you to control how a unit behaves in combat.
- To attack a friendly unit, select a unit, use the cursor to highlight the friendly unit you wish to attack, simultaneously press and hold the **L1** button + the **L2** button and press the ● button. The unit is attacked.

SADAR

- Light-armored unit fires long-range guided missiles.
- Its target lock-on capability is most effective when fired continuously from a protected position.
- Upgrade is equipped with SADAR AMAG (aerosol magnesium) which penetrates armor and discharges multiple mega-thermal warheads.

EXOSUIT

- Heavily armored and well-armed for assault in difficult environments.
- Upgrade carries Twin M103 Torrent Cannons that fire simultaneously.

SENTRY GUN

- Well-armored, heavy-firing auto cannon that withstands more damage than any human.
- Sensors defeat Predator cloaking and allow nearby Marines to "see" invisible enemies.
- Upgrade is designed to counter long-range attackers.

INFANTRY

* Basic combat unit of the USCM.
* Carries the M41 Pulse Rifle.
* Upgrade possesses improved armor and a grenade launcher.

FLAMETHROWER

* Attacks multiple enemies at short range with a devastating blast of fire.
* Upgrade uses fuel which causes continuous radiation damage.

SMARTGUNNER

* Inflicts more damage against unarmored or lightly-armored enemies than any other unit.
* Upgrade is better armored and fires splintering radioactive bullets that inflict sustained damage and stop Alien roaming regeneration.

SNIPER

* Destroys enemies at extreme ranges with armor-piercing bullets.
* Almost useless in close combat.
* Upgrade is equipped with a personal rail gun that shoots slugs that penetrate multiple enemies.

To select your unit's attitude setting:

1. Select a unit then press and hold the **R2** button. The Command list appears.
2. Press the D-button to select an attitude and release the **R2** button. The attitude is set.

AGGRESSIVE	Attacks and pursues all enemies within view.
DEFENSIVE	Attacks but does not pursue enemies out of range.
STAND GROUND	Attacks enemies that approach and does not stray from its position.
NO ATTACK	Does not attack unless specifically commanded to do so.

NOTE: The No Attack attitude is useful to units who do not wish to reveal their position.

WAYPOINTS AND PATROL PATHS

Waypoints help your units to avoid danger or patrol important locations.

To create a patrol path:

1. Select the units you want to patrol an area.
2. Press and hold the **R2** button to access the Command List.
3. Press the ✖ button for each area of the map you wish to assign a waypoint to.
4. Release the **R2** button once all waypoints have been created. The selected units begin to patrol the waypoints.

❖ To remove a unit from a patrol path, issue it a command. The unit ceases to patrol each waypoint and completes the command issued.

SPECIES-SPECIFIC GAMEPLAY

Tailor your moves to suit your gameplay style.

COLONIAL MARINES

Learn more about playing as the Colonial Marines.

CREDITS

Earn credits (currency) by killing enemies and repairing Atmos (atmospheric processors).

❖ To fix an Atmo, select a CommTech, move the cursor over the broken Atmo until it turns into the image of a wrench, and press the ● button. The CommTech repairs the Atmo.

* You receive a continuous stream of credits as long as the Atmo is operational and the Atmo's maximum credits have not been reached.

ORDERING AND UPGRADING UNITS

The CommTech is the only Marine that can order units and purchase upgrades.

To order units:

1. Select a CommTech and press the **R1** button. The Drop Ship Uplink menu appears.
2. Press the D-button to highlight the desired units and press the ✖ button. The unit is added to the order.
3. Press the ■ button to complete the order. The Drop Ship delivers the units to the nearest Landing Beacon and the cost is deducted from your credits.

To upgrade a unit:

1. Select a CommTech and press the **R1** button. The Drop Ship Uplink menu appears.

✳ If an upgrade is available, an icon appears next to the unit's name.

2. Highlight the upgrade icon and press the ✖ button. You are asked to confirm the upgrade purchase.
3. Select Yes and press the ✖ button to confirm. The credits are deducted and all units of that type are upgraded.

❖ To exit the Uplink menu, press the **R1** button.

MOVING SENTRY GUNS

The Synthetic is the only unit capable of carrying and deploying a sentry gun.

To deploy a Sentry Gun:

1. Select the Synthetic and highlight the Sentry Gun. The cursor changes to a hand icon.
2. Press the ● button to order the Synthetic to pick up the Sentry Gun. The Synthetic carries the weapon.
3. To deploy the weapon, select the Synthetic and press the **R1** button. The Sentry Gun is deployed.

HEALING

The Medic is the only unit that heals injured Marines.

To heal:

1. Select the Medic and highlight an injured Marine. The cursor changes to a green cross.
2. Press the ● button to heal the Marine. The Marine is healed.

✳ Medics automatically heal friendly units within range.

UNITS

Get data on the species you may encounter on LV-742.

MARINE

Learn more about the Colonial Marines.

COMMTECH

✳ Orders new troops, purchases upgrades, and repairs Synthetics, Sentry Guns, Exosuits, and Atmos.

✳ Carries the MP9 close-assault machine gun.

✳ Upgrade fires the AURORA space-based assassination system.

MEDIC

✳ Heals one soldier at a time but cannot heal himself.

✳ Carries the M4A3 Pistol.

✳ Upgrade heals acid wounds, cystic tumors, nausea, and repeat hemorrhaging.

SYNTHETIC

✳ Runs faster, lifts more, and sees farther than humans.

✳ Detects Predator cloaking.

✳ Carries the M4A3 Pistol and can deploy Sentry Guns.

✳ Upgrade has stronger armor, better weaponry, and improved sight and movement.

✳ Upgrade can be brought back to life if repaired shortly after death.

SPORE SIGHT

Hive Nodes, Runners, Praetorians, and Queens emit spores that coat living organisms, allowing you to track them for a limited time.

HEALING

Most Aliens can only heal when standing on Hive-space.

❖ To generate Hive-space, select the Drone and press the **R1** button. A Hive Node is created and it creates the Hive-space.

✳ Only the Drone can create Hive nodes.

✳ Facehuggers can move on the Hive-space without losing health.

GATHERING HOSTS

Since Facehuggers are vulnerable when not on Hive-space, it's better to bring hosts to the Hive-space than infesting them elsewhere.

To gather new hosts:

1. Select an Alien and hold the **R2** button. The Command list appears.

2. Press the ▲ button where the hosts are located then move the cursor to where you want the hosts moved to and press the ▲ button again.

3. Release the **R2** button and the Alien takes the hosts to the designated area.

✳ Comatose hosts show up on the mini-map in yellow.

PAUSE MENU

Access the Pause menu when you need a breather.

❖ To access the Pause menu, press the **START** button.

RESUME	Resume gameplay where you left off.
SAVE	Save your game.
LOAD	Load a saved game.
BESTIARY	Get more information on in-game creatures.
OPTIONS	Adjust sound settings and view the map in Pause Time.
RESTART	Restart the mission from the beginning.
QUIT	Exit gameplay and return to the Main menu.

PAUSE TIME

Pause Time allows you to peruse the game map while gameplay is paused. It also offers more control over the camera to get a better view of what's happening on the game map while the game is paused.

MOTION DETECTION

✳ The Synthetic and a deployed Sentry Gun can detect moving objects that cannot be seen, such as cloaked Predators.

✳ The Synthetic can detect moving objects outside normal visual range. Markers on the playing field indicate where unidentified moving objects are located.

✳ An upgraded Sentry Gun responds to ranged attacks from enemies beyond its view.

PREDATORS

Get tips on playing as a Predator clan.

HONOR POINTS

Earn Honor Points (currency) by killing enemies and collecting trophy skulls.

✳ Each enemy killed earns Honor Points.

✳ Earn Honor Points by collecting enemy skulls.

To collect a fallen enemy's skull:

1. Select a Predator and highlight a dead body. The cursor changes into a hand icon.

2. Press the ● button. The skull is collected and you are credited with Honor Points.

❖ To command a Predator to automatically collect skulls, select that Predator and press and hold the **R2** button and then press the ▲ button.

❖ The corpses of enemies with worthy skulls show up on the mini-map in yellow.

SHRINES

The Predator Shrine is the only unit that can order new members and purchase upgrades.

To order more units:

1. Select the Shrine and press the **R1** button. The Shrine Ordering menu appears.

2. Press the D-button to highlight the desired unit and press the ✖ button. The unit is added to the order.

3. Press the ■ button to order the units. The units arrive and the cost is deducted.

To upgrade:

1. Select the Shrine and press the **R1** button. The Shrine Ordering menu appears.

✳ If an upgrade is available, an icon appears next to the unit's name.

2. Highlight the upgrade icon and press the ✖ button. You are asked to confirm the upgrade purchase.

3. Select Yes and press the ✖ button to confirm. The credits are deducted and all units of that type are upgraded.

CLOAKING

Most Predators have the ability to cloak, or become invisible.

✳ Cloaking expends energy and may drain a Predator dry if used continuously.

✳ Although cloaked, a Predator can still reveal its presence by attacking an enemy, pulling skulls, or healing.

✳ Some enemies have vision or motion detectors that can sense a Predator's movement even when cloaked.

❖ To toggle cloaking ON or OFF, select a Predator and press the **R1** button.

RECHARGING YOUR ENERGY

Energy powers a Predator's environmental suit and enables it to cloak and heal.

✳ Energy slowly replenishes over time.

✳ Energy is quickly replenished near the Shrine. An aura around your Predator indicates the replenishment.

HEALING

A Predator's suit can heal injuries.

❖ To heal a selected Predator, press and hold the **L1** button and then press the **R1** button.

✳ Healing drains energy.

✳ Predators must be stationary to heal.

PREDATOR VISION MODES

Vision modes facilitate enemy detection and ranged attacks.

THERMAL VISION	Detects humans and wildlife.
ELECTRO VISION	Detects Aliens and Marine units like Synthetics, Exosuits, and Sentry Guns.
PREDTECH VISION	Detects other Predators and equipment when cloaked.

✳ Predator vision modes are purchased in the same manner as upgrades.

ALIENS

Learn how to play as an Alien hive.

INFESTATION POINTS

Earn Infestation Points (currency) by killing enemies and impregnating hosts.

✳ Each enemy killed earns Infestation Points.

✳ Earn Infestation Points by impregnating hosts.

BREEDS

✳ Praetorians are purebreds that spawn from any host. They can transform to create Queens, Carriers, and Ravagers.

✳ Transbreeds spawn based on the host type.

OSWOCS	Drones
KURN/KRILTIC	Runners
HUMANS	Warriors
PREDATORS	PredAliens

LIFE CYCLE

Every Alien starts with an egg.

❖ To create an egg, select the Queen, press and hold the **L1** button and press the **R1** button. The Queen creates an Egg Sack and begins creating eggs.

✳ The Queen cannot lay eggs if the area around her is blocked.

❖ To distribute eggs, select an adult Alien, highlight the Queen, and press the ● button. The alien proceeds to move eggs.

To create an Alien:

1. Lay an egg. The Facehugger hatches from the egg and implants on a nearby host.

❖ To manually eject a Facehugger from an egg, select the egg and press the **R1** button.

2. After a short time a Chestburster emerges, cocoons itself, and becomes an adult Alien.

✳ The type of Alien it becomes is determined by the host type.

To create a Praetorian or Queen:

1. Select an egg by pressing the ✖ button. The egg is selected.

2. Press and Hold the **L1** button and press the **R1** button to morph it into a Praetorian egg. If a suitable host is provided, it eventually becomes a Praetorian.

✳ If a Queen does not exist, the Praetorian can be morphed into an Alien Queen.

❖ To morph a Praetorian into an Alien Queen, press the **R1** button.

To upgrade:

1. Select the Queen and press the **R1** button. The Alien Upgrade menu appears.

✳ If an upgrade is available, an icon appears next to the unit's name.

2. Highlight the upgrade icon and press the ✖ button. You are asked to confirm the upgrade purchase.

3. Select Yes and press the ✖ button to confirm. The credits are deducted and all units of that type are upgraded.

To create Carriers and Ravagers:

You must have a Praetorian with the Speciated Metamorphosis upgrade in order to create Carriers and Ravagers.

❖ To create a Carrier, select the upgraded Praetorian and press the **R1** button.

❖ To create a Ravager, select the upgraded Praetorian, press and hold the **L1** button and press the **R1** button.