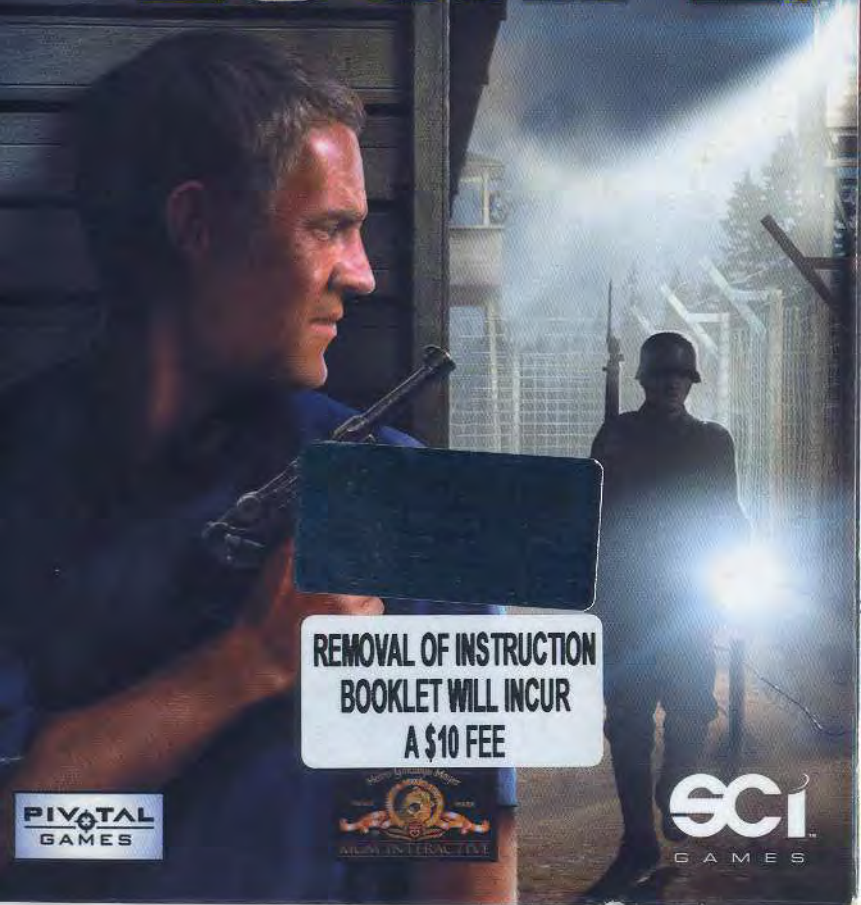


XBOX

<http://www.replacementdocs.com>

THE GREAT ESCAPE™



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SAFETY INFORMATION

ABOUT 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 sitting further 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 find this information in the owner's manual, contact our television dealer or the manufacturer to determine if video games can be played safely on your set.

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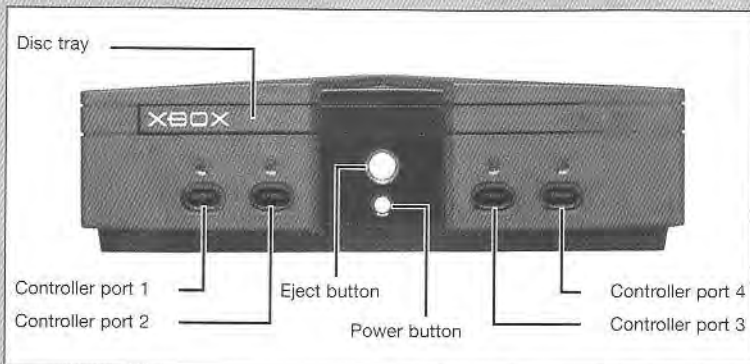
This game is dedicated to the original escapees from Stalag Luft III, many of whom paid the highest price possible for their belief in freedom, and to all those who risk their lives in the struggle against oppression and tyranny.

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USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox™ video game system 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 *The Great Escape* 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 *The Great Escape*.

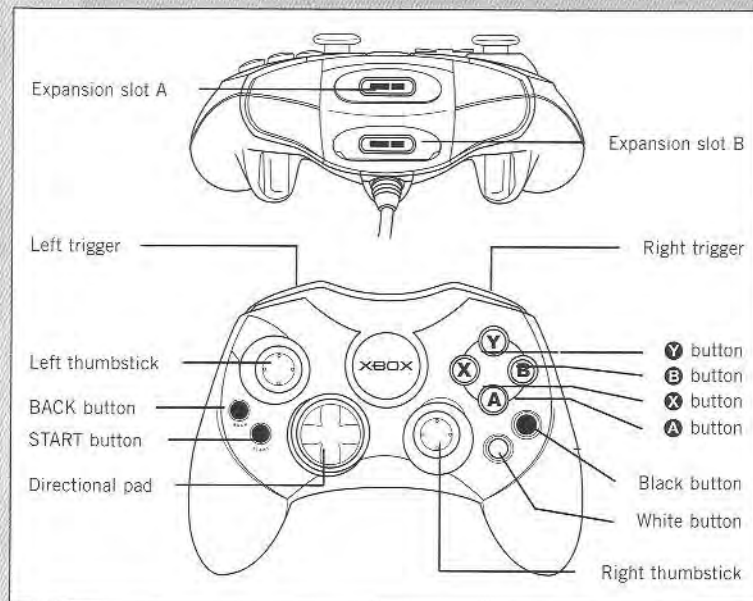


AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

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 on the front 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 *The Great Escape*.

NAVIGATING THE MENUS

The menu screens in *The Great Escape* can be accessed using the following controls:

Highlight Menu Options

Confirm a Selection

Alter Menu Values

Return to the Previous Menu

Left thumbstick/ Directional Pad UP/DOWN

A button

Left thumbstick/ Directional Pad LEFT/RIGHT

B button

THE GAME CONTROLS

IN-GAME CONTROLS

GAME CONTROLS

Pause Game / Open Pause Menu	START
Action Button	A button

MOVEMENT CONTROLS

Move Forward (Run/Walk)	Left thumbstick UP
Move Backwards	Left thumbstick DOWN
Sidestep Left	Left thumbstick LEFT
Sidestep Right	Left thumbstick RIGHT
Turn Left	Right thumbstick LEFT
Turn Right	Right thumbstick RIGHT
Change Stance (Stand/Crouch)	B button (toggle)
Lie Down	E button (hold)

STEALTH MOVEMENT

Stealth Mode	Left trigger (hold) + Movement
Roll Over Left/Right	Left thumbstick LEFT/RIGHT whilst lying down

AGGRESSIVE MOVEMENT

Punch/Fire Weapon	Right trigger
Strangle guard/Shake off dog	Pull and release Right trigger repeatedly
Drop a strangled guard after dragging	A button

VEHICLE CONTROLS

Drive Forward/Reverse	Left thumbstick UP/DOWN
Steer Left/Right	Right thumbstick LEFT/RIGHT
Motorcycle Kick Left/Right	Left trigger/Right trigger (whilst moving)
Duck (whilst on motorcycle)	Left thumbstick button
Wheelie (whilst on motorcycle)	X button
Switch positions (whilst on vehicles with weapons)	Hold Y button and select position

INTRODUCTION

VIEW CONTROLS

Look Behind	Black button
Peek Around Left/Right/Over	Directional Pad LEFT/RIGHT/UP (in front of doors only)
Keyhole View	Directional Pad UP
First Person/Third Person View	Right thumbstick button (toggle)
Zoom Sniper Scope (whilst in first person view)	Left thumbstick button (toggle)

OBJECTIVES/MAP

View Level Objectives/Map	BACK
Read Detailed Objective	A button

INVENTORY

Open Inventory	Y button (hold)
Select Inventory Item	Left thumbstick UP/DOWN (then release Y button)

BLYTHE

To give orders to Blythe	Hold X button
--------------------------	---------------

INTRODUCTION

This is *The Great Escape*. This is a game of high level stealth: creeping through the dirt, scuttling down tunnels, picking locks, waiting in the shadows, with your heart pounding wildly, watching, waiting for that right moment or that agreed signal. And then it's action! Fast and silent and hopefully unnoticed - get out, use the local countryside, use your disguise, use vehicles and transportation and use every ounce of strength to get back home. But when it comes to the crunch you may have to smash your way out of some situations using anything available - guns, grenades or even a steam train!

The game is based on the classic MGM film and the famous real life mass breakout from Stalag Luft III German prisoner of war (POW) camp in the Second World War. The Game takes you from the skies above Germany in an allied bombing mission to capture by the Germans and internment in a number of very different POW camps. Eventually you'll get to take part in 'The Great Escape' itself and try to get away across Germany. In the game you'll control the fate of four special characters from the movie: MacDonald, Hendley, Sedgwick and Hilts. You will determine their fortunes as you guide them to freedom or failure across a huge number of different and exciting game environments.

THE MAIN MENU

This screen gives you options to play a New Game, Load a previously saved game and change the game Options.

SELECT NEW GAME

Select the Difficulty Level you want to play from Easy, Medium or Hard. If this is your first time playing the game, you may want to choose the Easy Level. If you are an experienced gamer, we recommend that you start on the Medium Level for a more challenging game.

NEW GAME

After seeing the arrival of the prisoners at the 'Great Escape' camp, you are introduced to the first character you will control – MacDonald. You are then taken back in time to where it all began for all POW airmen – inside their aircraft during a raid over Germany.

HELP PANELS

Help Text Panels will appear at the top of the game screen in the initial levels. Read these carefully. They are designed, along with this booklet, to guide you through the basic controls so that they become second nature to you in the later (and more intense) sections of the game. The amount of Help Text shown on the screen is relative to the difficulty level you have chosen. If you choose Easy mode, you will be given Help Text throughout the game.

INITIAL OBJECTIVES

You are MacDonald, the pilot of a bomber that's been badly hit by anti-aircraft fire on a bombing run. There are fires on board and most of your crew are killed or injured. YOU must do something about the situation but you only have a limited amount of time.

THE MAIN MENU

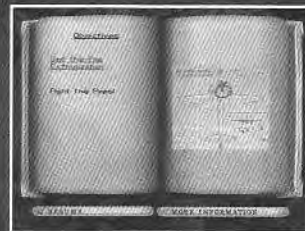
Putting out the fires has now become your first 'objective' in the game. Note that a timer icon will appear in the top left of the screen. This shows that there is a time limit to complete the objective (or else the plane will burn and explode!).

Completing objectives is a very important aspect of *The Great Escape*. Many objectives will be added to your list as you progress through a mission and across the many levels in the game.

- To view your objectives at any time press BACK and this will open the Objectives Notebook.

Once the timer icon appears on the screen there should be two objectives listed:

'Get The Fire Extinguisher' (the primary objective)
'Fight the Fire'



To read more detailed information on an objective, select it and press the **A** button.

An illustration on the right hand page of the Notebook shows you where the Objective has to be carried out. In this instance, you will see the plan of the aircraft – the fire extinguisher is just behind the pilot's cabin.

Try selecting the 'Fight The Fire' objective (it will highlight in red) and the mission objective marker will jump to where the fire is.

Now you've got to move your character. Check all your character movement controls (see the Game Controls section, page 6).



THE MAIN MENU

TIMER

Time is critical in this objective. If you let the fire take hold, you will be killed and you will fail in your first mission. This clock face shows the reducing time you have to complete the objective.



ACTION ICONS

- Locate the fire extinguisher - stand close to it (it will flash) - a 'hand' action icon indicates you can pick it up.
- Pick up the fire extinguisher - press the **A** button - and the fire extinguisher will go into your inventory.

Throughout the game levels you will encounter many action icons, they are not all listed here but be aware that if one appears in the lower left of the screen, they allow you to do something by pressing the **A** button.

Some other examples:



COG ACTION ICONS

You can use certain item in your possession to make something work - such as use a file to cut through metal bars or a spanner to fix a truck's engine.

THE MAIN MENU

SPEECH BUBBLE ACTION ICON

Talk to a character who might give you new information or a new objective.



To fight the fire:

- Go to the fire and stand close to it.
- Press and hold the **A** button to use the extinguisher to put out all fires.
- Watch the diminishing bar at the bottom of the screen that shows your progress. When the bar reaches the left hand side, the fire will be put out. If the **A** button is released before the bar reaches the left-hand side, the action will be cancelled.

When you have put out the fires in the rear of the aircraft you will see that the tail gunner has been killed. This gives you your next objective.

A message and a sound effect will appear at the top of the screen informing you that there has been a new objective added.

- Check you Objectives again (press **BACK**).

This time the two completed objectives are crossed out and a new objective is shown 'Defend The Aircraft.'

- Press the **A** button for more information on this objective and you will be told that you have to take the place of the rear gunner to defend the aircraft from being shot down.
- Press the **B** button to resume the game.

THE 'PROGRESSION' ARROW

When you are standing in front of the rear gunner's station you should see a 'Progression' arrow on the screen. This is an indicator (throughout the game) that you can move your currently controlled character into that position to progress some aspect of the game (in this case to jump into the rear gunner's position to shoot down enemy fighter aircraft). Sometimes you may find yourself jumping into vehicles, onto motorbikes or even in control of anti-aircraft guns.



Now you've got to defend the aircraft:

THE MAIN MENU

- Press the **A** button to jump into the rear gunner's seat and you will see a first person view of the rear gunner's station.
- Move the Right thumbstick to move the tail gun sight.
- Fire the gun at the incoming enemy fighters by pulling the Right trigger.
- Try not to hit the other bombers in your squadron!

After you have successfully helped to defend the bomber you will have two more objectives: to find the bomber's codebook and destroy it (you will see the 'cog' action icon and already have a lighter in your hands). Then you must find a parachute and bail out from the correct point before the bomber explodes.

THE STORY CONTINUES...

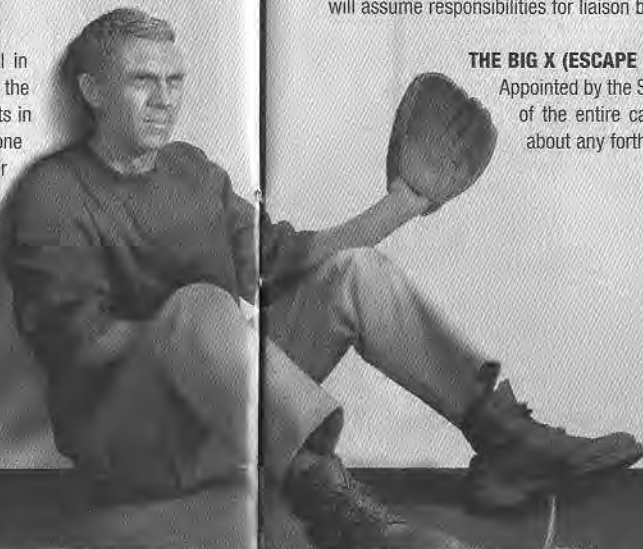
You have bailed out and the enemy soldiers have captured you. You will now be taken to your first POW camp.

Let's have a brief look at this level (called 'Winter Breakout'). This is a simple and relatively short level but it will give you a better chance to learn how to move a character stealthily around a fairly basic German prisoner of war camp.

Note that on the loading screen for each level you will see an illustration of the character you will be controlling in that particular level.

THE CHARACTERS

Throughout the game you will have four key characters to control in different game 'Chapters'. You will not have to control them all at the same time but you will be in charge of each of them at key moments in their adventures. The loading screen for each level shows you which one you will be playing. These characters are very different and have their own unique skills. They are:



THE MAIN MENU

MACDONALD (THE INTELLIGENCE OFFICER)

You don't get to be commander of a squadron of Wellington bombers without being smart, quick-witted and steady under pressure. MacDonald can also speak German fluently – and that's a bonus for any escape party.

HENDLEY (THE SCROUNGER)

Hendley is a talented pickpocket and scrounger, whose ability to acquire equipment in a well-guarded POW camp constantly amazes his comrades. He will also lead the blind POW Blythe after *The Great Escape*.

SEDGWICK (THE MANUFACTURER)

An Australian who has enlisted in the Royal Air Force, Sedgwick is a fixer and mechanic who is good with all types of tools and highly adept at mechanical sabotage.

HILTS (THE 'COOLER' KING)

Hilts is Steve McQueen's character from the classic film. Despite being a captain in the US Air Force he's got very good lock picking skills and is a superb motorcycle rider.

OTHER CHARACTERS

SBO (LIAISON)

Each camp has a Senior British Officer. He is the highest-ranking POW officer in the camp and will assume responsibilities for liaison between the prisoners and the Germans.

THE BIG X (ESCAPE COMMITTEE)

Appointed by the SBO, it is The Big X's job to coordinate the escape plans of the entire camp. He's the person who knows all the information about any forthcoming planned escapes.

PROGRESSING THROUGH THE LEVELS

In 'Winter Breakout', you are controlling MacDonald. The action begins in his POW hut.

- Look around the room and then walk around the hut to get used to the basic character movement controls (see the Game Controls section page 6).
- Check your next objective (Press BACK).

This will tell you to speak to the Senior British Officer (SBO). The map on the Objectives Notebook shows your position as a green arrow. This arrow is facing in the same direction as the character you are controlling and the position of your first objective (the SBO) is circled in red.

- Press the **A** button to see more information about this specific objective.
- Press the **B** button to return to the main view.
- Move MacDonald around the hut to try to locate the SBO.

When you locate him, he will give you your next objective: to find a character known as 'The Big X' to help with your escape attempt. He will also give you a special compass that will always appear on screen.

- Check that your objective is marked on your Objectives Notebook and notice that 'The Big X' is located in another hut in the POW camp.

DOORS AND KEYHOLES

Now that you are going outside the hut you will need to be very careful and try not to be seen by any guards or caught in the beam of a searchlight.

- Approach one of the outside doors and the 'open door' action icon will flash.

Before opening the door you should first look through the keyhole to see if there are any guards loitering outside.

- To look through the keyhole press up on the Directional Pad, keep it pressed and use the Right thumbstick to look through in all directions.

If there's a guard outside you could try another door or just wait for him to pass. Note that you can also hear more things when you are looking through the keyhole - such as the guards' footsteps, coughing, and chatting as they pass by (even if they are out of sight).

- If all is clear, open the door (press the **A** button) and walk through the open door.
- Quickly shut the door behind you (by pressing the **A** button as you go through the door). You don't want to make it obvious that you are outside and, if they notice an open door, guards will often come over to investigate.

THE SHADOWS

It is night and so you will be best advised to keep in the shadows of the huts - these will keep you hidden from the eyes of the guards but you must also watch out for the moving searchlight beams.

STEALTH STANCE

You will be doing a lot of creeping around POW camps and the German countryside in *The Great Escape*. To help you, the game has a special Stealth Stance movement mode. This allows you to move cautiously, silently and stealthily. It's best to adopt this when moving around the camp.

- Pull and hold the Left trigger and MacDonald will adopt the Stealth Stance and make less noise when he moves.

You are more likely to be spotted if you are standing up straight, or making a lot of noise. Crouching, crawling and stealthy movement are all useful ways of avoiding capture.

FIRST PERSON VIEW

You may find that your character's body is obscuring something you are looking for, for example an item on a desk. In this case you can switch to a zoomed in, first person view to examine the area easily. Press the Right thumbstick button to switch to first person view. Press again (or move the character) to jump out of this view.



THE MAIN MENU

IN-GAME SCREEN

Now let's look at the in-game screen.



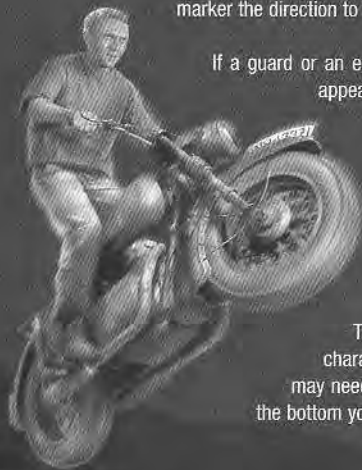
Compass

Health Bar

COMPASS

The on-screen compass has your character at its centre and points upwards in the direction you are facing.

The points of the compass (N,E,S,W) will rotate to give you the compass bearing you are facing in. The compass also marks with a red triangle marker the direction to follow to get to your next objective.



If a guard or an enemy spots you, a yellow cone of vision will appear on the compass showing the direction of that enemy. If a guard spots you and his intention is to shoot the cone of vision will change to red. Once spotted, you will often have a short period of time to hide before the guard works out who or what you are.

HEALTH BAR

This is a visual indicator of your current character's health status. If it reduces too far you may need to use a medikit. If it reduces all the way to the bottom you will die and for you the game is over!

THE MAIN MENU

PEEKING/LOOKING BEHIND

When you are trying to be stealthy, it's very useful to peek around corners, over walls and partitions or to look behind you. For example, if you approach a corner and don't want to show yourself it's always better to peek quickly first before venturing forward.

- Peek Left, Right or Over by pressing the Directional Pad LEFT/RIGHT/UP.
- Look Behind your character by pressing the Black button. This can also be very useful when you are being chased, to see how close the enemy are!

Don't forget that you can peek through keyholes when you are facing an accessible door by using the Directional Pad UP and the Right thumbstick (see game controls).

INVENTORY

The 'Winter Breakout' level will require you to speak to the forger who will ask you to locate a real German pass. When you find the pass it will flash in front of you and the 'pick up' action icon will appear. Press the **A** button to put it into your inventory.

The inventory is a very important aspect of the game. It holds everything you pick up and may need to complete an objective or level. Sometimes your character will automatically use items from your inventory. However, sometimes you will need to have an item in your hand before you can perform an action.

- Hold down the **Y** button to open your inventory.
- Select the item to put it into your hands.
- Select 'No Object' if you want to leave your hands free.

CAUSING DISTRACTIONS

To succeed in your various objectives across the 18 levels you will have to distract guards at various points in the game. For example, if you have a glass bottle in your inventory you can throw it so that it smashes and distracts a guard.

- First, you must make sure the bottle is in your hand (out of your inventory)
- Switch to First Person View for more precise aiming (the Right thumbstick button).
- Move the crosshair with the Right thumbstick.
- To throw the bottle, pull the Right trigger.

At certain points in the game you will also be able to enlist the help of the other POWs to cause distractions for you.

BEING SPOTTED

There's no doubt even the most careful escapee will be spotted at some time or another during the game. There are two kinds of alert that can occur if you are seen:

YELLOW ALERT

A yellow circle will pulse around the on screen compass if the enemy have spotted you and are investigating (but they do not intend to shoot on sight). Watch out, because guards will come to search for you and if they find you, you will be arrested. If you manage to hide, the circle will slowly fade until it disappears, indicating that the alert is over.



RED ALERT

A red circle will pulse around the compass if the enemy have spotted you and they are intending to shoot to kill! As with the yellow alert, the guards will hunt for you. Once you have used physical violence or any weapons in a level, the guards are more likely to switch from yellow to red alert, making it harder for you to get away!



ESCAPE OR SURRENDER

If you have been spotted, you can choose to surrender by standing still and letting the guards surround you. But it is often well worth making an escape attempt: to run away and try and lose the Germans by finding somewhere to hide. If you are well hidden they will eventually stop searching for you and go back to their normal duties.

DRIVING A VEHICLE/RIDING A MOTORCYCLE

There will be times in the game when you will have to drive a vehicle or ride a motorcycle. The movement controls are generally the same as moving a character around (see Game Controls).

If you are driving a vehicle that has a weapon on board you may also have the option to switch between being the Driver and using the Weapon.

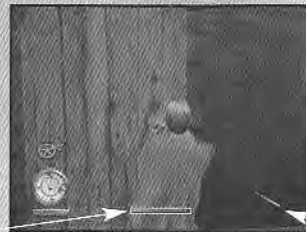
- Press the **V** button and select the position you want.

SPECIAL MOVES

If you are riding on the motorbike you can also kick out left/right with your legs (when the motorcycle is in motion) by pulling the Left trigger and Right trigger.

On the motorcycle, you can also press the Left thumbstick button to duck and the **X** button to pull a 'wheelie' (front wheel up in the air).

PICKING LOCKS



Lockpicking Progress

Lockpick in Hand

You must have a lock pick in your inventory before you can pick any lock. You must also 'work' at a lock by holding down the **A** button – a bar in the lower centre of the screen will diminish to show your progress – it must reach zero before the lock is finally open. Note that some locks are more difficult to pick than others.

STRANGLING GUARDS

Sometimes you will have no other option but to attack a guard from behind and strangle him.

The 'strangle' is an 'aggressive move' and the 'hands' action icon will appear flashing in the lower right of the screen.

- Pull and release the Right trigger repeatedly to strangle.
- Press the **A** button to release.
- Beware! Some enemies are harder to strangle than others.

Once a guard is strangled you can drag his body to a hiding place using the Left thumbstick. You can then release him pressing the **A** button.

Be sure to put the body where it can't be found!

THE MAIN MENU

FIGHTING

You can also fight your way out of certain situations by using the Right trigger. If your opponent is standing in front of you press the Right trigger button and your character will punch. With the exception of a few selected weapons, you cannot use your 'aggressive move' when you have an item in your hand. Punching a guard will knock him to the floor, where he will be stunned for a few moments, giving you time to escape. Be careful when punching out at guards because they can fight back and may hit you with the butt of their rifles!

USING WEAPONS

You can also use any weapon you may have picked up earlier in a level – such as a handgun.

- Select the weapon from your inventory to place it in your hand.
- Aim the cursor and pull the Right trigger to fire.
- If you wish to reload a gun, press the **A** button when the bullet icon flashes in the bottom right-hand corner of the screen.
- Note that you can use First Person View (Right thumbstick button) to aim more accurately and to use the telescopic sights of a sniper rifle.
- To zoom in the sniper rifle, use the Left thumbstick button.
- When you are running, your gun will drop to your side after a while, press the Right trigger button to bring it back up into the aiming position.



MEDIKITS

You must keep an eye on the health of your character at all times. If the Health Bar is at a low level you can heal your character by use of the medikits that are found in various places throughout the game. If you see a medikit, pick it up and leave it in your inventory – it will be very useful later on.

- If you need to restore your health, select the medikit, place it in your character's hand and pull the Right trigger.

THE MAIN MENU

THE ENEMY CHARACTERS

In the game you will encounter different types of enemy soldier (wearing different uniforms) whose attitude and behaviour will vary considerably:

THE WEHRMACHT/LUFTWAFFE [THE 'GOONS']

These are standard German army/air force troops whose officers and men will abide by all the stipulations of the Geneva Convention. They are there to make sure you do not escape, but will respect your rank and status. If you do break out, they would prefer to capture you alive rather than kill you. They will always try to capture you unless you provoke them by being violent, in which case... they will respond aggressively (and that's serious because they've got guns!).



THE FERRETS

These are 'anti-escape specialists' who are generally more suspicious and more intelligent than the 'goons'.



THE GESTAPO

These are the Geheime Staatspolizei; the much-feared Secret State Police who do not have any scruples about adhering to the Geneva Convention. You do not want to fall into the hands of the Gestapo! Do your utmost to escape their clutches!



THE MAIN MENU

COMBAT TROOPS

Watch out for specially trained combat troops – they will not bother about asking questions but will shoot on sight.



DOGS

Beware of guard dogs – they can run very fast and are hard to shake off if they grab hold of you. If a dog attacks you, pull and release the Right trigger repeatedly to shake the animal to the ground. If you manage to find some meat, you might find this a useful distraction.

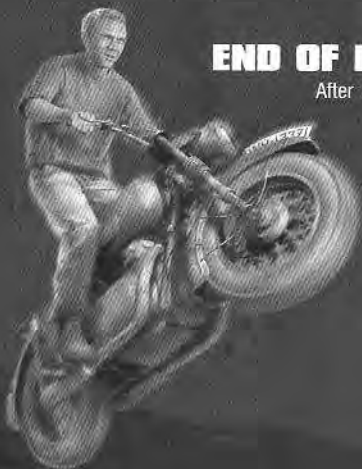


END OF LEVEL

After successfully completing a level you will be given the options to:

- Continue to the Next Level
- Save the Game
- Return to Main Menu

If you fail to complete the level you will be given the option to Restart the Level, return to the Main Menu or Load Game.



THE "GREATEST" ESCAPE MODE

THE "GREATEST" ESCAPE MODE

If you manage to complete *The Great Escape* you will be given an additional menu option in the Main Menu: your chance to attempt The 'Greatest' Escape. This is the whole game (all 18 levels) but with each level subject to a strict time limit. Can you do it again? But this time can you do it at speed? This is the ultimate escape challenge!

PAUSE MENU

Remember that you can always take time to pause the game by pressing START. Pressing START will not only 'freeze' the game action, but will also open the Pause Menu. The Pause Menu allows you the following options:

OPTIONS

Open the game options menu. These are the same as those in the Main Menu screen (see below).

LOAD GAME

If you want to load a previously saved game,

- Select the game to load from and you will be shown details of the Save Name, Date and Time.
- Highlight the game you want to load and press the **A** button to confirm.

SAVE GAME

You can save the game at any point in a level. Try to save at suitable points when you have successfully got through a particularly difficult objective. The number of times you can save is limited to:

EASY difficulty level	4 save games per level
MEDIUM difficulty level	3 save games per level
HARD difficulty level	2 save games per level

Use your save game slots wisely. You can choose to save to a new save slot or overwrite an existing save (you will be warned if you choose to do this and have to confirm your actions).

The **B** button will take you back to the previous menu.

The **Y** button will delete a Save.

The **A** button will select or confirm. (Pressing the **A** button on this screen will save your game and return you to the Pause menu)

The save game name will be automatically generated to represent the level name you are playing, the mission time and the current date.

RESTART LEVEL

This allows you to play the level again using all the knowledge you have gained, to try to do better.

MAIN MENU

This option will exit the game and jump to the Main Menu screen. Your progress on the level will be lost unless you have saved the game.

OPTIONS

These Options appear in the Main Menu and in the Pause Menu. Here, you can set a number of game options to suit your style of play. Adjust values using the Directional Pad LEFT/RIGHT.

SOUND EFFECTS VOLUME

Adjust FX volume.

MUSIC VOLUME

Adjust Music volume.

CONTROLLER VIBRATION

Set the Controller Vibration On/Off.

CONTROL CONFIGURATION

This booklet is written to Controller Configuration 1 but there are several other preset configurations to choose from. Select a configuration to suit your style of play.

INVERT Y AXIS

Change View mode (look up, look down) to suit your favourite style of play.

MUSIC SOUNDTRACK

If you have previously copied any of your favourite audio CDs onto your Xbox, you can select them from here.

- Select Original Sound Track (OST) to access the game's dynamic music, or select your own choice of music.

MUSIC PLAY MODE

If you have selected your own choice of music in the Music Soundtrack option (see Music Soundtrack), this allows you to change the order in which the tracks are played from Normal, Random or Shuffle.

FOR PIVOTAL GAMES

Jim Bambra
 Nick Cook
 Alex McLean
 Pete Johnson
 Tim Cannell
 Mark Barton
 Charles Blair
 Jonathan Booth
 Martin Hutchings
 Iain Nolan
 Duncan Rooth
 Dave Tetlow
 Darren Ward
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 Andrew Davidson
 Marios Mitella
 Tomas Pawlings
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Director of Development
Technical Director
Producer
Senior Software Engineer
Software Engineer
Software Engineer
Software Engineer
Software Engineer
Software Engineer
Software Engineer
Software Engineer
Software Engineer
Software Engineer
Associate Software Engineer
Associate Software Engineer
Designer
Associate Designer
Lead Artist
Senior Animator
Senior Artist
Artist
Artist
Artist
Artist
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Associate Artist
Associate Artist
Associate Artist
Musician/Sound Engineer
QA Technician
QA Technician

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