

XBOX



JAMES CAMERON'S
DARK ANGEL™



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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 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 safely played safely on your set. If you are unable to find 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.

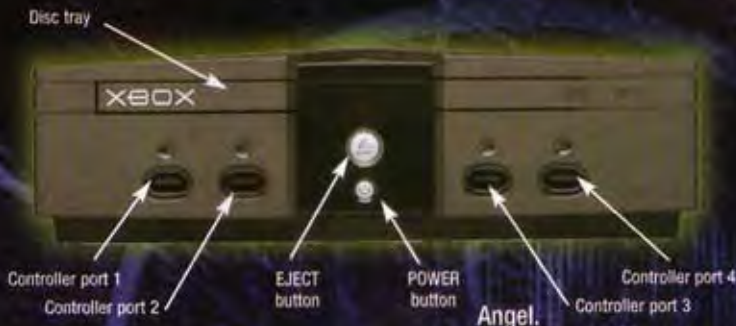
JAMES CAMERON'S DARK ANGEL™

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using the Xbox video 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 James Cameron's Dark Angel 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 James Cameron's Dark



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.
2. Insert any expansion devices (for example, the Xbox Memory units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play James Cameron's Dark Angel.



James Cameron's Dark Angel™ controls



If the user wishes to use an alternate controller configuration, they can access the Options menu in the Main menu. Scroll down and select Controller. The user will have access to three different controller configurations.

avenge her past . . . discover her future

In the year 2009, the United States was hit by the Pulse - an electromagnetic shockwave unleashed by terrorists. Ten years later and still suffering from the aftermath of the Pulse, the US has become a third world nation. Welcome to Seattle, this is Max's world, a city that epitomizes what it would be like to live in the wild West.

Max is a genetically enhanced human prototype created to be the perfect soldier. As a child, after witnessing one of her siblings being shot, Max and 11 others escaped from Manticore - an organization devoted to the development of the perfect soldier at any cost. After escaping, they separated in order to avoid capture. Since then, Max has made a life for herself on the cutthroat streets of 21st-century Seattle; her obsession with locating her siblings has been her main driving force.

Max has spent the majority of her free life in search of her humanity - a way in which she can identify herself as something other than a lethal fighting machine. Her genetically altered physiology has always provided her with a combat advantage, but it continues to alienate her from the people around her. Never allowing herself to be vulnerable, Max believes that by finding her family she can overcome the battle that rages inside her. The soldier she was trained to be has always confronted the woman she wishes to become.

Max teamed up with Logan Cale, an idealistic underground cyber-journalist, to expose the corruption that is rampant in Seattle. In exchange Logan has assisted Max in locating her siblings and played a key role in helping Max destroy Manticore.

In the days following the destruction of Manticore, a new and more aggressive threat has arisen. It seems that Manticore was not the only organization aggressively researching and developing genetically engineered soldiers. The - I - Corporation has emerged as an equally ruthless threat to humanity. They have identified Max as an excellent genetic sample and have made Max's capture their utmost priority. The - I - Corporation also holds vital information that would further uncover secrets from Max's past.

main menu



New Game: Start a new game from the beginning

Load Game: Continue a previously saved game

Options: Adjust various game options

Extras: Various bonus content that can be viewed

environments

Logan has located several locations that have an unusually high amount of sector police and military presence. There were scattered reports of strange things happening in those sectors before they were locked down. The only relevant information leads to downtown Seattle and a facility known as Tri-Tech.

Post-Pulse **Seattle** is a dilapidated city, controlled by the heavy hand of the sector police. Martial law type restrictions have been imposed to keep the streets "safe". The streets are crawling with sector police on the lookout for Max, but she must safely navigate her way through the streets and alleyways of Seattle.



Tri-Tech is a genetics research lab located in the Olympic National Park. Its location deep in the forest makes it an ideal setting to deter would be visitors from snooping around.

Max will need to use the information found in these areas to uncover the truth about her family.



game screens

1. third person

■ Enemy's Health Meter

- This Health Meter indicates how much health the enemy has. It only appears on the screen when you use the "Fight Target Lock" on to that enemy. Only the Boss's Health meter will appear automatically on the screen.

■ Max's Health Meter

- This meter indicates how much health Max has, watch it closely so you know when to use health pick ups.

■ Logan's Transmission Icon

- When this icon appears, press the BACK button to view Logan's transmission. He may have updates on your mission or clues to help you out.

■ **Rage Meter** - When this meter fills up Max enters rage mode, new and powerful moves will be unlocked. The Rage meter fills up when Max performs combos, defeating enemies or being knocked down by the enemies.

■ Speed Burst Meter

- This meter will let you know when you can do a speed burst. When the meter is full, you are able to do a speed burst. There is a 5 second delay between bursts. The meter will automatically refill after 5 seconds.

■ Danger Meter

- Please see page 17 for more details on this meter

2. options menu

The Options menu can be accessed through the Main menu, as well as by pressing the START button during game play. Pressing the START button during game play will take you to the Pause menu where the choices are slightly different.



Sound - Select "Sound" to allow you to change the volume of the music, voices, sound effects or the movie by pressing the directional button left or right.

Controller - Select "Controller" to cycle through different controller configurations by pressing the Directional pad left or right.

Vibration - Highlight "Vibration" to turn controller vibration on or off by pressing the Directional pad left or right.

Y-Axis - Highlight "Y-Axis" to change the vertical view controls by pressing the Directional pad left or right.

Note: This only applies to the Super Vision Mode.

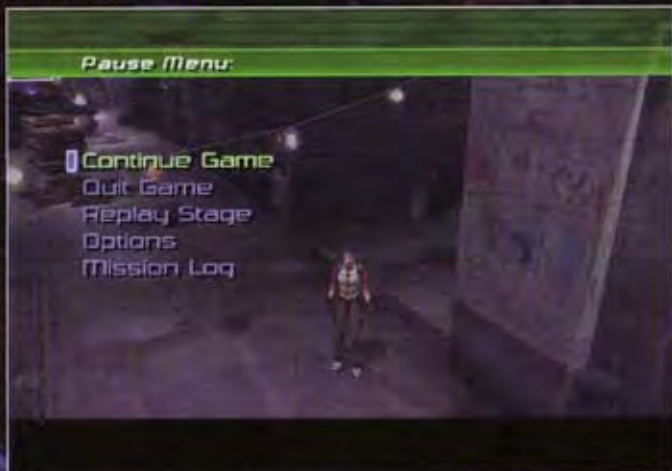
Language - Highlight "Language" to change the language by pressing the Directional pad left or right and pressing the A button.

Default Settings - Restores default settings.

Apply Settings - Select "Apply Settings" to accept all changes.

Once all of your selections are made, select "Apply Settings" and then the BACK button to return to the Main menu.

pause menu



Continue Game - Resumes game play.

Quit Game - Ends current game and returns the user to the Main menu.

Replay Stage - Allows you to reset the game to the beginning of the current stage.

Options - Lets you adjust in game options.

Mission Logs - Lets you review all your mission objectives and Logan's transmissions.

3. extras menu

Trailers

Bonus materials

Credits

starting a game

To start a new game, choose "New Game" from the Main menu. A new screen will appear which will provide an option to choose one of three levels of difficulty.

- **Dominate** - The forces of Tri-Tech are weak and fearful. Your strength is immense, your luck legendary and your aggression intimidating. This is not a challenge worthy of an X-5 warrior.
- **Contend** - The enemy is tough, intelligent and well trained. You are strong, fearless and strategic. Your victory will be well earned and satisfying.
- **Survive** - The enemy could best a force ten times its size. You are but a lone soldier, with limited supplies. Only the chosen one can overcome these odds.

Once the level of difficulty is chosen, the game will begin.

game over



If Max fails a mission during a game the "Game Over" screen will appear. Choose "Retry" to restart and "Quit Game" to leave the current game and go back to the Main menu. If the player chooses to continue, the game will resume at the beginning of the last checkpoint.

saving and loading

To **Save** a game after the user has completed a stage, a message will appear asking you to confirm that you wish to save your progress or continue without saving. If you choose to continue playing without saving, you will lose your progress once the Power button is turned off. If you choose to save, you will be taken to the "Memory Units" screen. Here you will have the option to choose to either save to the Xbox's hard disk or the Xbox memory unit. After you have selected your choice, a "Save Game" screen will appear. You must then select the Expansion slot you wish to save to. Once you confirm your choice you will be told if your save was successful or not. When you have successfully saved your game you can return to playing James Cameron's Dark Angel by exiting the screen and resuming play.

Note: For more information about saving games to the Xbox Memory units, see the Xbox Instruction Manual that comes with your Xbox video game system.

To **Load** a saved game, you must have a James Cameron's Dark Angel saved game on the Xbox hard disk or the Xbox Memory unit. Choose "Load Game" from the Main menu. You will be taken to the "Memory Unit" Screen, which will ask you to select either the Xbox hard disk or the Xbox memory unit you want to load from. Once the Xbox hard disk or the Xbox memory unit is selected the screen will display all James Cameron's Dark Angel games that are found. Choose the game you want to load and follow the on-screen prompts.


To **Delete** a saved game, you can do this in either the Save Game or Load Game screen. From the Main menu, choose the "Load Game" option and you will be taken to the Load Game menu. You must select the Xbox hard disk or the Xbox Memory unit with a James Cameron's Dark Angel saved game. Once selected, the screen will display all James Cameron's Dark Angel games that are found. Choose the game you want to delete, then press the "Delete" button and follow the on-screen prompts.

instructions


basic moves


Moving Max: Press the Left thumbstick in the desired direction that you want Max to move. You can walk by pressing lightly and run by pressing hard. Press the Left thumbstick down to execute a speed burst.


Toggling On/Off Switches: Throughout the mission, Max will encounter various electronic devices that Max will need to interact with. Press the Action button (Black button) when Max is directly facing the front of the object.

Jumping: Pressing the Jump  button will allow Max to get airborne. Max can jump while standing, walking and running. Max can also combine the jump with punches or kicks to perform flying attacks.

attacking the enemy

Punch Attacks are executed by using the Punch  button. Use different timings to unlock different punching combinations and learn new moves.

Kick Attacks are executed by using the Kick  button. Max is able to attack with fearsome force, which always takes enemies by surprise. These kicks can send guards flying.

Grapples: There are several different grapples that Max can perform. Use the Grapple  button combined with the Left thumbstick to uncover Max's throws.


Hint: Try combining attack moves listed above to unlock new multi-hit combinations.



Fight Target Lock: By pressing and holding the Fight Target button (Right trigger) Max will lock onto the enemy she's facing. As long as the button is held, Max will continue targeting that enemy. To lock on to a new target, release the button, turn towards another enemy and press and hold the Fight Target button.




Hint: This strategy can make fighting tough opponents easier as Max will stay focused one enemy at a time.


Wall Attacks: Wall attacks are special moves that are activated when Max is facing a wall or tall object. These moves come in handy when Max is outnumbered.



Press the Jump  button while running towards or facing an object or a wall. Once Max is airborne, press the Jump button again to perform a **Wall Back Flip** attack.

To perform a **Wall Kick Attack** press the Jump  button followed by the Kick  button while running towards an object or a wall.

Flips: To perform a back flip press the Left thumbstick away from the direction Max is facing and the Jump  button at the same time. The Left thumbstick inputs change depending on the way Max is facing. For example, the back flip would be (Left thumbstick down + ) if Max is facing forward and (Left thumbstick up + ) if Max is facing you.

To perform **Aerial Side Rolls** press either left or right on the Left thumbstick with respect to Max's position and the Jump  button at the same time.

Hint: It's easier to flip when the Fight Targeting lock is on

Rage Mode: When Max is in Rage Mode, her attacks will cause more damage and new attack combinations will be unlocked. Max can enter into Rage Mode only if the Rage Meter is full. To activate it, hold the punch or kick button down. Once activated the Rage Meter will continue to deplete as long as Max is engaged in a fight or until the meter runs out. The speed at which Max is able to accrue rage points will be dependent on the number of fights she wins as well as by the number of complex combos performed.

Summary: Here is a summary of some of the moves that Max is able to execute. You will find that you are able to unleash many more moves under specific conditions (e.g., when Max is in Rage Mode).

Hint: Try different button combinations to uncover additional moves.


ATTACK NAME	INPUT
STANDARD PUNCH ATTACKS	
Jab	P
Palm Strike	P, P
Hook Punch	P, P, P
Double Palm	P, P-P
Spinning Elbow	P, P, P, P
Upper Cut	P, P, P-P
Right Cross	P, P, P, P-P
Spin Upper Cut	P, P, P, P, P
STANDARD KICK ATTACKS	
Left Front Kick	K
Right Front Kick	K-K
Head Kick	K, K
Crescent Kick	K-K, K
Side Kick	K, K, K
Flip Kick	K, K-K
Rev Crescent	K-K, K, K
Spin Kick	K, K, K, K
KICK/PUNCH/GRAPPLE COMBO ATTACKS	
Kick - Spinning Elbow	K, P
Jab Side Kick	P, K
Jab Knee Lift	P, P, K
Double Kick - Uppercut	K-K, P
Head Kick - Right Cross	K, K, P
Ball Breaker	P, P, G


P =  Punch button
 K =  Kick button
 G =  Grapple button
 " - " = Pause

stealth moves

Max cannot always rely on her super human fighting abilities. There will be times where she must pass up on a fight and instead rely on her stealth and cunning to avoid detection from the enemy.

Stealth Walk - Hold the Crouch button (Left trigger) and then use the Left thumbstick to maneuver. When you stealth walk enemies cannot hear your footsteps.



Note: Max can also roll while the Crouch button (Left trigger) is held down, press the Jump  button and move the Left thumbstick in the direction you want Max to roll.

Wall Stealth - Allows Max to sneak down walls and peer around corners undetected. To get into position, face Max towards a wall and press the Grapple  button to put Max's back against the wall. Max will now be able to strafe side to side and once she approaches the end of the wall, she will execute a peek around the corner. To get out of Wall Stealth simply move forward or away from the wall. Additionally this move can be combined with the crouch so that Max can take cover behind smaller objects.

Super Vision - By pressing the Super Vision button (White button) you can view the world through a first-person perspective. Once Super Vision is active, use the Left thumbstick to look around and the Right thumbstick to zoom in and out. Press the Super Vision button a second time to go back to the default camera.

Ceiling Hang - Max is able to hide from enemies by jumping up and hanging from the ceiling. This move can only be performed in specially designated indoor areas.

Hint: Be on the look out for yellow chevrons indoors.

When Max is in one of these areas, press the Jump  button followed by the Grapple  button to get

into position. Press the Grapple button again to get down.



Ceiling Hang

stealth attacks

Wall Stealth Knockout Attack - A knockout attack can be executed from the Wall Stealth. If an enemy rounds a corner where Max is standing, use the Grapple (Y) button to take out an enemy without alerting others.

Ceiling Hang Knockout Attack - A knockout attack can be executed from the Ceiling Hang. If an enemy approaches Max underneath her press the Grapple (Y) button to execute a leg scissor lock.

Distractions - Max can hide behind objects and create a noise intended to separate a guard from his patrol. Walk Max up to a wall, press the Grapple (Y) button to engage Wall Stealth and press the Action button (Black button) to create a noise distraction. If all goes well, Max will have enough time to make a quiet take down and continue unnoticed.

danger meter

The Danger Meter is a critical tool that will assist Max in completing her missions. It will change with respect to the distance of enemies as well as the enemies' state of alertness to Max's presence. The locator point at the bottom of the meter represents Max's location. The more full the meter, the closer the danger. The color of the meter will indicate the following:

- **Blue** - All is clear. No immediate danger.
- **Green** - Enemies are patrolling nearby, stay alert.
- **Yellow** - Enemies have heard something and are investigating. You better lay low.



- **Orange** - You've been seen. You have a split second to decide whether to fight or flee.
- **Red** - You've been spotted! Get ready to fight!
- **Flashing Alert** - You've been targeted! Evasive maneuvers are required, immediately!


collectible items

Throughout the game, Max will have the opportunity to collect an array of equipment, which she can use to accomplish her mission. To collect an item, simply walk over the object and it will be automatically placed in Max's Inventory.

inventory

This is where all the pick up items are stored. As you pick up an item it will flash in the upper left corner of the screen to indicate it's been placed in your inventory. To view the inventory, press down on the **Directional pad** and scroll through the inventory by pressing left or right on the Directional pad. Once the item is



highlighted, press the A button  to select the item. Each item in the inventory has a number, which indicates how many of that particular item you have, as you use them the number will decrease until they are depleted.



weapons and ammo



X5 Stealth Gun: Designed to be used by X5 soldiers like Max, the X5 Stealth Gun fires a non-lethal projectile that delivers an electrical charge; this projectile renders enemies unconscious. The X5 Stealth Gun is wrist mounted, leaving Max's hands free. Press the Super Vision button (White button) to aim the gun and once you have your target, press the Action button (Black button) to fire.

Note: The X5 Stealth Gun can only be used in the Super Vision mode.



Ammo: Ammunition for the X5 Stealth Gun



Tonfas: The Tonfas are military police weapons (similar to a billy club). While Max is armed with the Tonfas, her punch will cause more damage to the enemy with each blow. The Tonfas will break after a certain number of hits are delivered with them.



Explosive Charge: Used to blast through military doors. These explosives can only be used in specially designated areas. Maneuver Max into the area where the explosives need to be placed. Once the explosive is chosen from inventory it will be armed. If it is placed in the correct position, it will explode the object. If you are not in the proper position, you will not be able to select it from the Inventory.

gadgets



EMF Jammer: The EMF jammer causes all electronic devices within a given range to temporarily stop functioning. Move Max into the area where you want the EMF Jammer placed, once you have chosen it from the inventory Max will automatically place the device down and it will activate.



Lighter: The Lighter can be used to ignite highly flammable obstacles by setting them on fire. The Lighter can only be used in specially designated areas. Move Max into the specially designated area, once you have chosen it from the inventory, Max will automatically place the Lighter down. If it is placed in the correct position, it will ignite the object. Note: If you are not in the proper position, you will not be allowed to select it from the Inventory.



Health: Partially restores Max's health in small increments.



Keycards: To use the Keycards, stand in front of a locked door or a key slot and choose a keycard from the Inventory. If it is the correct Keycard, the door will open.



Walkie Talkie: This can be used to distract patrolling enemies. Move Max into the area you want to attract patrolling enemies and select Walkie Talkie from inventory. If the enemies are within range, they will be distracted from their regular patrol to investigate the disturbance.



Map: Used to guide Max along her journey.

characters



Logan

Logan is an Eyes Only cyber-journalist battling repression and corruption in post-apocalypse Seattle. Logan provides Max with valuable outside information for each of the missions that she partakes in. Logan's advanced surveillance and communications systems, allows him to see into facilities and help Max avoid certain dangers.



Original Cindy

She's Max's best friend. For Original Cindy, style is everything, and she makes up her own as she goes along. Streetwise, fearless, and a clear believer in the idea that there's no such thing as coming on too strong, she knows how to handle herself in nearly every situation.



Sector Police

The Post-Pulse Seattle Police force is corrupt and those with money easily buy their alliance. They are not to be trusted and are definitely branded as one of Max's enemies.



Military Soldier

They make up the main defensive forces of the - I - Corporation. They don't pose much of a threat one-on-one but can be difficult to handle when they attack in groups.



Spec Ops

These enemies are the elite soldiers from the Special Operations Division of the - I - Corporation. They are specially trained in hand-to-hand combat and therefore not to be taken lightly.



Beetle

A Y5 soldier best described as beetle meets human. All of the armor and chemical producing properties of beetles, contained within the body of a human.



Gecko

He or it is probably one of the most elusive of the Y5's. His physiological advances were made by combining human DNA with *Uroplatus sikorae* (the gecko lizard).



Bear

One of the strongest of the Y5 class soldier with selective physiological advances created through the addition of genes from the *Ursus arctos* or better known as the grizzly bear.



Stingray

No information is available on this Y5 class soldier.

credits

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As the voice of Max

Michael Weatherly

As the voice of Logan

Fox credits

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James Cameron, Charles H. Eglee, Rae Sanchini, Rene Echevarria, Wendy Chesebrough, Jose Molina

"Theme From James Cameron's Dark Angel"

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Published by Fox Film Music Corporation (BMI)

*James Cameron's Dark Angel Soundtrack available on
Artemis Records*

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Phoenix Technology Incorporated

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Stacy Klass	Beka
Sacha Moseivitsch	Pregnant Y5
Paul Dobson	Bear, Beetle
Peter Hanlon	Stingray, Gecko
Debbie Timmis	Original Cindy, Max Efforts
Adam Gejdos	Soldier A
Darren Evenson	Soldier B
Mike Inglehart	Soldier C
Murray McCarron	Sergeant
Graig Robertson	Soldier over radio
Shamus Horak	Scientist A
Michael Hovan	Scientist B
Lindz Williamson	Scientist C
Juneko Kurahashi	Scientist D
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Senta Kaiser	Office Worker B
Adam King	Office Worker C
David Seymour	Office Worker D
Wendy Nakano	Alarm Voice A
Chrysta Gejdos	Alarm Voice B

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However the Licensor warrants that the media containing the Program shall be free from defects in material and workmanship under normal use and services and the Program will perform substantially in accordance with the accompanying written materials, for a period of 2 (two) years from the date of your purchase of the Program.

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

In the event that the media proves to be defective during that time period, and upon presentation to the Licensor of proof of purchase of the defective Program, the Licensor will then be able to choose between the following possibilities 1) correct any defect, 2) provide you with a product of equal value, or 3) refund your money.

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

This Limited Warranty does not affect the application of any legal warranty provided by the applicable laws and regulations.

In case you would like to exchange the product or refund you money, notably if the product is defective, please refer to the "Technical Support Policy" herein included.

Customer Services Technical Support

Tel: 08456 023 057
Fax: (0118) 987 5603

Lines open 24 hrs, 365 days a year, using our automated technical support attendant. This system includes answers to all commonly posed questions and problems with our new and major titles. It is set up in a friendly and easy to use menu system that you navigate through using a touch tone telephone. If the answer to your question is not in our automated system, then you will be transferred to a technician between the hours of 9am and 5pm Monday to Friday. If you would prefer to write to us, please send your mail to:

Vivendi Universal Games UK Ltd.

Customer Services / Mail Order / Tech Support Department
PO Box 2510, Reading, RG2 0ZJ
United Kingdom

Hintline: 09063 63 62 61 (UK callers only)

24hr automated service. Calls cost 60p/min from landlines.

For Technical Support enquiries in Australia

Phone: 1902 222 213

Calls charged at \$1.98* inc GST per min. Higher rate applies from mobile or public phones.

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