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"9 out of 10"
-play

A PSYCHIC ADVENTURE FROM THE MIND OF TIM SCHAFER

PSYCHONAUTS

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TEEN
T
Cartoon Violence
Crude Humor
Language
ESRB CONTENT RATING www.esrb.org



XBOX

LIVE ONLINE ENABLED



A D V E N T
R I S I N G

TEEN
T
CONTENT RATED BY
ESRB



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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 light patterns that may appear in video games. Even people who have no history of seizure 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 present during the normal course of gameplay 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 your television dealer or the manufacturer to determine if video games can be played safely on your set.

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TABLE OF CONTENTS

CONNECTING TO XBOX LIVE™	3
INTRODUCTION	4
GAME CONTROLS.....	5
MAIN MENU	7
GAME LOAD AND SAVE.....	7
OPTIONS	8
THE BATTLE SCREEN	11
OBJECTIVES.....	12
CHECKPOINTS	12
PAUSE MENU	13
FLICK-TARGETING	14
FIRST PERSON BATTLE	15
INVENTORY: ARMING WEAPONS & POWERS	15
USING WEAPONS	16
USING POWERS	18
MELEE COMBAT.....	19
DRIVING THE SCYTHE	20
OPERATING ANTI-AIRCRAFT TURRETS	20
THE CHARACTERS	21
XBOX LIVE.....	24
DOWNLOADING CONTENT.....	24
CREDITS.....	25
WARRANTY INFORMATION	29

SOUNDTRACK AVAILABLE ON
SUMTHING ELSE MUSICWORKS /
SUMTHING ELSE DISTRIBUTION

CONNECTING TO XBOX LIVE

TAKE ADVENT RISING BEYOND THE BOX

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friend's List with other players, see when they're online, invite them to play and talk to them in real-time as you play.

DOWNLOADABLE ADVENT RISING CONTENT

If you are an Xbox Live subscriber, you can download the very latest content (such as new levels, contest items and more) to your Xbox console.

CONNECTING

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

XBOX LIVE AWARE

Xbox Live Aware enables a game without the multiplayer-gaming mode to take advantage of certain Xbox Live features. If you are an Xbox Live subscriber, Xbox Live Aware allows you to receive invitations to play other Xbox Live games online, view your Friends list, get information about the current status of other players, and signs you in automatically to Xbox Live and Xbox Live Aware.

INTRODUCTION

MYTHICAL BEINGS

LEGIONS OF ALIEN CULTURES REVERE HUMANS AS MYTHICAL BEINGS. TO THEM, THE HUMAN IS A GLORIOUS TREASURE WHOSE VERY EXISTENCE WAS IN DOUBT UNTIL NOW. FABLES OF LEGENDARY HUMAN POWERS HAVE ECHOED THROUGH THE UNIVERSE FOR EONS. BUT THERE IS ALSO A CIVILIZATION THAT CRAVES NOTHING LESS THAN THE TOTAL EXTERMINATION OF MANKIND.

BEFORE TODAY, THE HUMANS KNEW NOTHING OF THIS.

A SMALL ENTOURAGE OF HUMANS IS EXPERIENCING THE UNEASY EXCITEMENT OF FIRST CONTACT WITH AN ALIEN CULTURE. CAPTAIN GIDEON WYETH HAS THE HONOR OF JOINING THOSE ON A MISSION TO GREET THE AURELIANS, A CIVILIZATION FAR MORE EVOLVED THAN HIS OWN.

GIDEON IS ABOUT TO LEARN THAT HUMANITY STANDS BOTH IN THE SHADOW OF OBLITERATION, AND AT THE DAWN OF TRANSCENDENCE. HE WILL ALSO DISCOVER THOSE LEGENDARY HUMAN POWERS FLOWING FROM HIS OWN HANDS. THE ADVENT OF HUMANITY BEGINS.



CONTROLLER



CONTROLS

MENU CONTROLS

- Start/Pause **START** button
- Select menu options **UP** or **DOWN** + **A** button
- Previous screen **LEFT** or **RIGHT** button

CAMERA VIEW

- Pan and tilt camera **DPAD**
- Toggle 1st/3rd person view **DPAD**
- Reset camera Click **DPAD**

GIDEON

- Walk/Run **DPAD** (lightly to walk and firmly to run)
- Charge Jump Hold **X** + **A** buttons
- Jump **A** button
- Pull up from hanging position **A** button
- Dodge from hanging position **X** button
- Acrobatic moves **UP** + **X** buttons
- Melee Attack **B** button
- Toggle Crouch/Stand Click **DPAD**

- Activate **X** button
- Flick-Targeting Flick **DPAD** in direction of target
- Arm left-handed weapon Hold **X** button
- Arm right-handed weapon Hold **Y** button
- Fire left-handed weapon **L**
- Fire right-handed weapon **R**
- Select alt fire mode **O** + **R** or **O** + **L**
- Reload weapons **Y** button
- Throw grenade **DPAD** button
- Toggle Grenade Hold **DPAD** button

SCYTHE (VEHICLE) CONTROL

- Enter/Exit driver's side (left) **X** button
- Enter/Exit turret from right side **X** button
- Forward **UP** (hold)
- Reverse **DOWN** (hold)
- Turn **DPAD** left/right
- Turbo **R**
- Jump **A** button
- Aim Turret Chain Gun **DPAD**
- Fire Turret Chain Gun **R**

SHIPS /SHUTTLES

- Steer **DPAD**
- Thrusters **UP** forward or **R**
- Slow **DOWN**

ANTI-AIRCRAFT TURRETS

- Activate/Release **X** button
- Aim **DPAD**
- Fire **R**



MAIN MENU

Press **○** button when the Title Screen appears to display the Main Menu.

PLAY GAME

Press the **△** Button to begin a new game or continue a saved game. Select a new game slot or a slot holding a saved game in progress. See "Load Game" below for more details.



XBOX LIVE

Press the **Y** button to sign into Xbox Live. Select Xbox Live to download new content directly to your Xbox hard drive. Once signed in, you may access your Friends List by pressing the **Y** Button.

See "Xbox Live" on page 24 for more details.

GAME LOAD AND SAVE

LOAD GAME

Select PLAY GAME from the Main Menu to display the Load Game screen. Files with a slot number contain a saved game file. Look at the bottom of the screen to view game progress and save date. Then select the game you want to play.



SAVE GAME

Advent Rising utilizes checkpoint saves. When you quit playing, the game auto-saves to the beginning of the current level. All progress through that level beyond the checkpoint is lost.

OPTIONS

Set game options before you start a new game, load a saved game or pause a game in progress.

- Press the **△** Trigger or **○** left/right to move sliders.
- Select RESET to return settings to their defaults.



DIFFICULTY

Select EASY, NORMAL, HARD or ULTRA.

Note: ULTRA setting is unlocked only after you beat the game on NORMAL or HARD.

GAME OPTIONS

Toggle Crouch Mode – When set to on, clicking the **○** Thumbstick toggles crouched/standing. When off, click and hold the **○** Thumbstick to crouch. Release to stand.

Rumble – Turn Rumble on/off.

Fading HUD – When set to on, the Heads-Up-Display disappears after about 10 seconds. Press the **○** button to display it. When set to off, the Heads-Up-Display is always visible.


Slo-Mo Weapon Select – If this option is turned on, in-game action will slow down when you open your inventory to select a weapon or power.


Levitate Objects – When set to on, you can select inanimate objects with Flick-Targeting and move them if you are equipped with the Lift Power.


CAMERA OPTIONS

Invert Horizontal – Turn on to reverse the default direction of a horizontal pan of the camera when you press the **○** Thumbstick left/right.

Invert Vertical – Turn on to reverse the default direction of a vertical tilt of the camera when you press the **○** Thumbstick up/down.

Invert Flight Controls – Turn on to reverse the action of the  Thumbstick when flying up/down.

Horizontal Controls – Move slider to the right to increase pan speed when pressing the  Thumbstick left/right.

Vertical Sensitivity – Move slider to the right to increase the tilt speed when pressing the  Thumbstick up/down.

Flick-Targeting sensitivity – Move slider to the right to increase the speed of target-switching when flicking from target to target.

AUDIO OPTIONS

Toggle Subtitles on/off and set volume levels of Sound FX, Music and Dialogue.

VIDEO OPTIONS

Set game display brightness, contrast and gamma. The gamma setting adjusts the mid-tones of the display.

XBOX LIVE

Sign In – Sign in to an existing Xbox *Live* account.

Friends – See if others you have listed as friends are online.

Appear Offline – Select this option if you wish to appear to your friends as signed out of Xbox *Live*.

THE BATTLE SCREEN



HEADS UP DISPLAY

The Heads-Up-Display (HUD) shows data for weapons, power, and health.

Note: You can set the HUD to display all the time or display and fade by setting this option in "Game Options." When under attack, a red pointer shows the direction of an off-screen attacker.

LEFT-HANDED AND RIGHT-HANDED

Once you have equipped a weapon/power in the Left or Right hand, data about it appears here.

HEALTH METER

This green meter drains and turns red as Gideon takes combat injuries. When Gideon's condition turns critical, an alarm will sound indicating that additional hits could be fatal. At first, Gideon must find Nano Med stations for first aid, but once he gains mastery over his health, Gideon can regain full health without using Nano Med stations. The health meter will recharge as long as he avoids injury for a brief time.

POWER METER AND POWER NUMBER

This meter and number appear whenever Gideon is equipped with a power. The meter level and power number diminish as Gideon expends power and once empty, Gideon cannot use his powers again until the meter recharges enough to use a given power. This will vary by power.

ROUNDS REMAINING IN CLIP/TOTAL ROUNDS

This shows the total rounds in the weapon and the total rounds carried for reloading. Reload is automatic once you empty the clip or you can press the **R** button to manually reload at any time during gameplay.

MASTERY LEVEL

This number shows the mastery level attained for the weapon/power equipped in the right or left hand. Use of weapon and power skills result in increased mastery level ratings. When the mastery level for any skill rises, an alert appears on-screen and this number increases. Increased mastery levels intensify the damage of attacks and enable alternate modes for both weapons and powers. Gideon becomes more agile and his melee attacks turn lethal. To view the effects of a mastery level for each weapon or power, select WEAPONS or POWERS from the Pause Menu.

OBJECTIVES

New objectives may appear on-screen as required or you will hear about new objectives during conversations with others. If you forget your current objective, press the **Y** button to access the Pause Menu and select OBJECTIVES for a description. You can also view previous objectives on this screen. When the "Objective Completed" prompt appears on-screen, there will be another task to follow.



CHECKPOINTS

A checkpoint marks your progress through the game and if Gideon falls in battle, you will return to play from that checkpoint. You can also Load the last checkpoint you achieved by selecting LOAD CHECKPOINT on the Pause Menu. When you reload a checkpoint, any progress you made beyond that position is lost.



PAUSE MENU

Continue - Return to play.

Exit - Quit and return to the Main Menu.

Restart Level - Play the current level from the beginning.

Load Checkpoint - Play the current level from the last saved checkpoint.

Objectives - Check here for a description of your current objective.

Options - See "Options" on Page 9.

Weapons - Select a weapon to view its description and your current mastery level for that weapon. The Next Level percentage shows how close you are to stepping up to the next mastery level for that specific weapon.

Powers - Select a power to view its description and your current mastery level for that power. The Next Level percentage shows how close you are to stepping up to the next mastery level for that specific power.

Note: This option appears only after Gideon acquires the knowledge to use his powers.



FLICK-TARGETING - THE KEY TO GIDEON'S POWER

With Flick-Targeting, Gideon swiftly locks on targets by using the **○** Thumbstick. Flick the **○** Thumbstick in the direction of an enemy or object to lock on. Then deliver a highly accurate weapon or power attack. Whenever an enemy or object is within range, you can use the Flick-Targeting system. A targeted enemy displays a bracket that remains locked on until you flick to another target.



With Flick-Targeting, you can:

- Lock onto an enemy and attack instantly with the weapon or power equipped in either hand.
- Quickly flick from one target to the next when confronting multiple objects or enemies.

THE TARGETING BRACKET COLORS

- Targeting brackets show enemy health and resistance to attack.
 - Green** – The enemy is strong
 - Orange** – Weakened but still very dangerous
 - Red** – Severely injured and ready to fall
- Blue brackets appear around inanimate objects that are moveable.

FIRST-PERSON BATTLE

To toggle in and out of First-Person Mode, press the **○** button.

Flick-Targeting is not available in First-Person Mode, but a reticle appears in the center of the battle screen to aid in weapon aiming.

- When aimed at an enemy, the reticle turns red but turns green whenever it is placed over a friendly.
- First-person mode is ideal when enemies are out of Flick-Targeting range.

Note: You must return to Third Person Mode to use the Lift Power.



INVENTORY: ARMING WEAPONS AND POWERS



Open the Inventory (**○** up or down) to view and choose the available weapons or powers you want Gideon to hold in his left and right hands.

- Pressing on the **○** selects a slot holding a weapon or power in your inventory.
- The icon for the selected weapon or power appears in the upper left corner of the screen. Press and hold the **X** button to equip a power/weapon in the left hand or press and hold the **Y** button to equip a power/weapon in the right hand.

ALTERNATE ATTACK MODES

Once Gideon has obtained a Mastery Level of 3, he can use alternate modes for weapons and powers: Press and hold the **○** button then squeeze **L** or **R** to switch modes. The icon for the equipped weapon or power will turn black to indicate that you are using an alternate mode.

USING WEAPONS

Gideon can use any weapons that have been dropped by others or grab them from gun cabinets.

- Decide which hand you want to hold the weapon in by pressing the **X** or **Y** button to equip it when you see the on-screen prompt.
- Gideon will drop the weapon he holds when picking up another weapon.
- Fire weapons with or without the aid of Flick-Targeting, but a weapon will stay locked on a flick-targeted enemy for increased accuracy.
- When you run out of ammo, reload is automatic as long as extra ammo is available. Press the **V** button to reload manually.

To pick up ammo for a weapon, you must have the weapon in inventory. Walk over a weapon you already have in inventory to take its ammo or walk up to a gun cabinet. This is a good reason to check out any weapons you see lying around during battle.

Note: Pause the game and select WEAPONS to view additional details on all side arms.



FAUST C-41

Standard military issue .90 caliber concussion pistol with armor-piercing rounds.



ROCKWELL YOUNG X19

Assault rifle with ceramic piston release shaft and sub-mounted grenade launcher.



TALMAGE 50.08

Delivers 3 MoliPack self-propelled rockets which can be fired along a straight vector or alternately guided along a sonic pathway.



H.A.Z.E. BLASTER

A prototype fusion weapon that fires a plasma-coated kernel of radioactive matter which can fuse explosively upon contact or be wrapped in an entropic field for a delayed explosion.



G'KOL ACOLYTE

Standard issue Seeker pulse-rifle. Delivers a barrage of superheated particles kinetically bonded to an unstable silicon projectile. These projectiles can be loaded with a simple quark mind-drive to track enemy life signs and explode on contact.



KAULL FIRELANCE

Charge-stripped ions literally tear through spacetime, gathering entropic energy weaves before impacting on their target. The ions can be layered back upon themselves to build a massive rip in local space and unleash unpredictably multi-directional forces.



DARKFIRE

The grav-shielded singularity core embedded in each clip generates muon fragments of dark-matter and then accelerates them along a threaded high gravity bore. The entire core can be unshielded and released as a short-range explosive.



D'NEX TALON

Fires a sphere of volatile colloid transmetals which unravel explosively upon contact or can be spun into an inertial sponge, releasing the gathered ricochet energy upon contact with organic tissue.



SHADOWSTALKER

Polarized supermolecules are fired along null conductor channels at sub light speeds, causing micro fission blasts upon contact. Comes equipped with a poly-rez genscope able to accurately analyze distance, atmospheric interference, and DNA maps of the target.



DISCORD

Resonant inertial friction modulator causes quantum level vibrations in the molecules, electrons, even light-waves in a limited area. Can generate immense heat for short periods of time, even in a defensive (although moderately damaging) radius around the weapon.



GNASHBONE FURY

A multi-tiered intelligent projectile platform capable of guiding multiple implosion rockets towards several targets simultaneously.

GRENADES

Press the **O** button to throw a grenade. Flick targeting an enemy before the throw guarantees an accurate grenade attack, but be prepared for swift enemies to leap clear of the explosion. Pick up grenades dropped by the enemy or Gideon's own marines.

USING POWERS

Gideon can unleash superhuman powers to destroy his enemies. Equip and use powers in the same way you would use weapons.

- Power use depletes energy so keep an eye on the power meter. You lose use of the power when the meter runs out but exhausted powers replenish themselves over time.
- For more details on each power, select POWERS from the Pause Menu once POWER appears as an option.

LIFT

Redirect energy to levitate and control enemies or move objects. Flick the **Ⓝ** Thumbstick to target an enemy or object. Once locked, press and hold the trigger equipped with Lift. Use the **Ⓝ** Thumbstick to move the enemy (or object) where you want it and release the trigger to drop it.

- While an enemy is lifted, you can attack with the weapon or power held in Gideon's other hand.
- Perfect the ability to throw enemies and objects.
- Alternate modes include the ability to keep the enemy suspended in one place while Gideon moves freely or enable him to lift more than one enemy.



TIME SHIFT

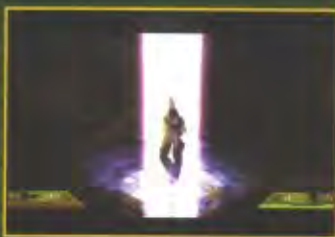
Move through time and space with such force that Gideon bashes into objects when shifting into the position they occupy. The alternate Time-Damp mode speeds up Gideon to the point where time and the motion of all other beings slows to a crawl.

SURGE

Use the Surge power to shift gravitational energy in a focused direction. Press and hold the trigger to increase the power before releasing it. Increase mastery and gain the power to snatch a weapon out of an enemy's grasp.

NEGATE

Gideon can create a shield to repulse attacks and as his mastery level increases, he can create multiple shields. Another alternate mode generates a defensive sphere that surrounds and protects Gideon as he moves.



SHATTER

Slice into enemies with lethal absolute zero-temperature ice shards. Master the shatter power to transform your enemy into a frozen, motionless statue. Once you reach the ultimate mastery of the Shatter power, the radius of each attack increases to encompass more enemies.

MELEE COMBAT

Press the **Ⓝ** button repeatedly to deliver a combination of attacks that grow more deadly as your mastery level for fighting increases. Gideon progresses from simple brawling skills to fierce attack combinations with fatal blows.

He will also learn to unleash a powerful downward punch by jumping (**Ⓝ** button) before he delivers the final blow.



DRIVING THE SCYTHER

The Scythe is a combat ATV sporting a turret-mounted chain gun. If you are traveling with someone else, he or she will jump into the turret while you drive. If you are alone, you cannot drive and shoot simultaneously. You must jump out of the driver's seat and into the turret.



- Enter the driver's seat by approaching the vehicle from the driver's side and pressing the **X** button. Jump into the turret by approaching from the passenger side and pressing the **X** button.
- Steer or aim the turret using the **⬆** Trigger.
- Torque the suspension to jump the vehicle by pressing the **A** button.
- Use Turbo (**R** Trigger) for brief but furious bursts of speed.
- Press the **⬇** Thumbstick down to back off the camera and get a broader view of the environment around the vehicle.

OPERATING ANTI-AIRCRAFT TURRETS

Look around the battlefield for anti-aircraft turrets that you can jump onto and activate with a press of the **X** button.

- Press the **⬆** Thumbstick to aim the gun and fire with the **R** Trigger.
- The reticle on these weapons turns red when aimed at hostiles and green when aimed at a friendly.



THE CHARACTERS

HUMANS

GIDEON WYETH

Coming from a long line of fighting men, Gideon Wyeth was pressured to attend Military Academy in his teens. There he proved himself second to none in flight combat. His graduation was accelerated and he was able to fight in the last year of the Independence war. His strategic brilliance helped him to rise quickly in rank, and he found himself high up in intelligence circles when the war ended. Under governmental pay he now assists the reestablishment of antebellum prosperity to war-torn areas of the world.



ETHAN WYETH

Ethan Wyeth is recognized as the sole reason for the Federation's victory over the allied nations. He is Edumea's most celebrated hero. In the years since the war, his popularity has continued to increase and with extensive product endorsements, books and movie deals he has turned his fame into a veritable gold mine.





OLIVIA

Olivia, Gideon's fiancée, is strong willed, ambitious and uncommonly intelligent. She is driven by the study of advanced theoretical physics. After completing her graduate studies early at the age of 19 she was hired by the Federation as part of an elite team of renowned physicists to begin development on a new form of energy in an attempt to stabilize the devastated lands where the war was fought. The project has recently begun a 6-month testing phase on Luriam where she is currently stationed.

MARIN

Marin Steel is a smart, independent woman who has an insatiable thirst for adventure. After becoming one of the most decorated pilots during the Independence wars, she was hired as an executive pilot for a leading contractor of the Federation military. This gives her the opportunity to fly, test and use cutting edge military technology.

AURELIANS

ENORYM

Enorym commands the elite Felidic Warriors, and is beloved of his troops and known throughout the Aurelian Military not only for his bravery and strength but also for his wisdom and integrity. Under the wings of Kelehm this popular hero is fast becoming a force to be reckoned with in political circles as well. Enorym's loyalty to Kelehm is only rivaled by his devotion to Aurelia.



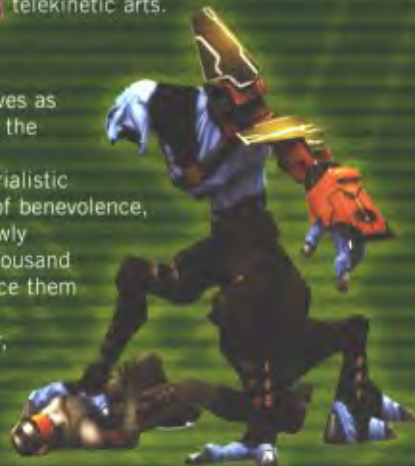
KELEHM

Kelehm is a ninth tier Aurelian Garghon, with enough experience and backing to become the High Senator when Aurelia is admitted into the Galactic Senate. Kelehm is the epitome of nobility, full of wisdom, strength and pride. He has spent much of his life studying the mythology of humans, and has secretly trained himself in human telekinetic arts.



THE SEEKERS

The Seekers see themselves as the zenith of evolution in the galaxy. Their presumed superiority fuels an imperialistic nature. Under the guise of benevolence, the Seekers "occupy" newly found alien races for a thousand years ostensibly to advance them so they are fit to join the Galactic Senate. However, their true purpose is to seek out and destroy humans.



As they become available, you can download Advent Rising videos, additional game maps and promotional items directly into your Xbox from Xbox Live if you connect it to a broadband or high-speed internet service through an Ethernet cable.

SIGN UP

First you have to sign up for Xbox Live, which is a subscription service. Go to www.xbox.com/connect to get your subscription code.

LEARN ABOUT CONNECTION SETUPS

You need broadband or high-speed internet service to connect to Xbox Live. Go to www.xbox.com/connect to see setup options for connecting to Xbox Live.

CREATING AN XBOX LIVE ACCOUNT

Once you have your subscription code, you can create an account. Use the Xbox Live Starter Kit disc or select Xbox Live on the Main Menu of your Advent Rising disc. Follow the on-screen instructions. Once you have created an account, you can login to Xbox Live by selecting that option from the Main Menu.



DOWNLOADING CONTENT

On the Main Menu, select Xbox Live to connect. Then select DOWNLOAD CONTENT by pressing the **A** button. Select an item from the available content and press the **A** button to download it to your Xbox. Wait while the selected file downloads.



Once downloaded, select Xbox Live from the Main Menu and then select CONTEST, MAPS or MOVIES to see and use your downloads.

RACE TO SAVE HUMANITY!

Download and find hidden Advent Rising icons to win \$1,000,000 or hundreds of other cool prizes!

For official rules and entry, visit www.adventtrilogy.com/contest. This is a contest of speed and skill for U.S. and Canadian citizens 13 or older void in MD, VT, Quebec and where prohibited. Contest ends August 15, 2005.

GLYPHX

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CAMERON DAYTON

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Additional Orchestration &
Arrangement
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McMILLAN, TODD DENNIS

Score Recorded at Paramount
Studios Scoring Stage M -
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Studio Symphony

Conducted by
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Concert Master
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Score mixed at D'Henry Sound Studios
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Music Preparation
DEROCHE MUSIC INC.

Choral Contractor
DONA KAY FLINT

Adult Choir
LA EAST STUDIO CHOIR, SALT LAKE CITY

Children's Choir
INTERNATIONAL CHILDREN'S CHOIR

Choir recorded at LA East Studio,
Salt Lake City

Choral Recording & Engineer
GLEN NEIBAUR

Choral 2nd Engineer & Music Editor
RYAN BOUD

Choral Conductor
JUDD MAHER, LAURIE ROBINSON
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"Greater Lights"
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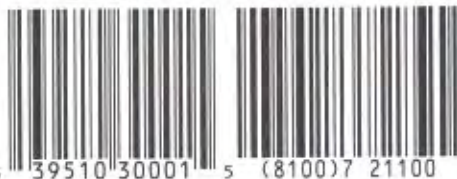
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