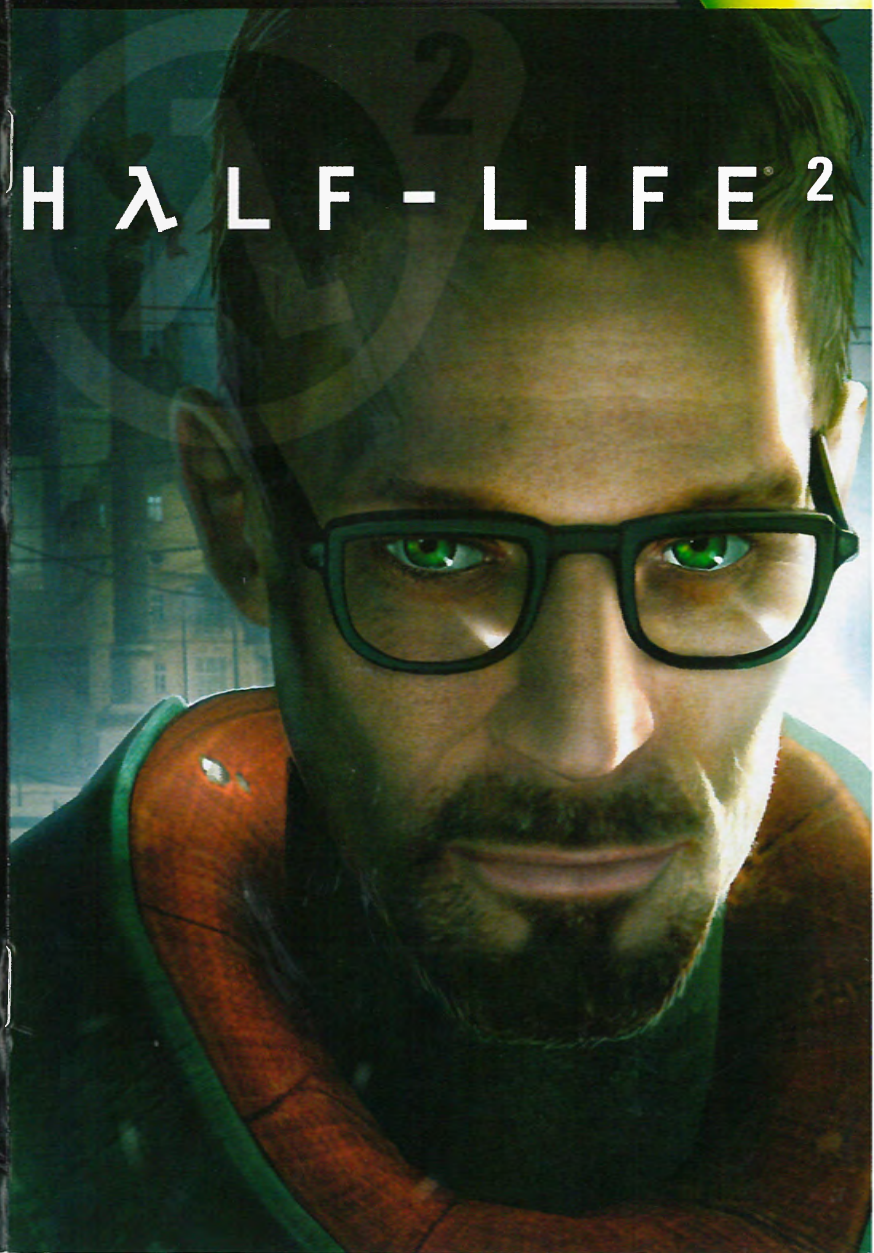


XBOX



HALF-LIFE 2



1515905

SAFETY INFORMATION

About Photosensitive Seizure

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 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.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

TABLE of CONTENTS

Controls	2 - 3
HUD	4 - 5
Main Menu	6
Options Menu	7
Controller Options	8
Saving Games	9
Playing the Game	10-11
Credits	12
Warranty	16
Customer Support	17



CONTROLS

Default controls are shown. To modify, go to the **MAIN MENU**.
Then select **OPTIONS** and go to **BUTTONS** to make your changes.

LEFT TRIGGER:
Secondary
Attack

Move
(CLICK to
crouch)

Pause

BACK
START

Weapon Selection:
UP = Category 1
RIGHT = Category 2
DOWN = Category 3
LEFT = Category 4

Look
(CLICK to zoom)

RIGHT TRIGGER:
Primary Attack

Action

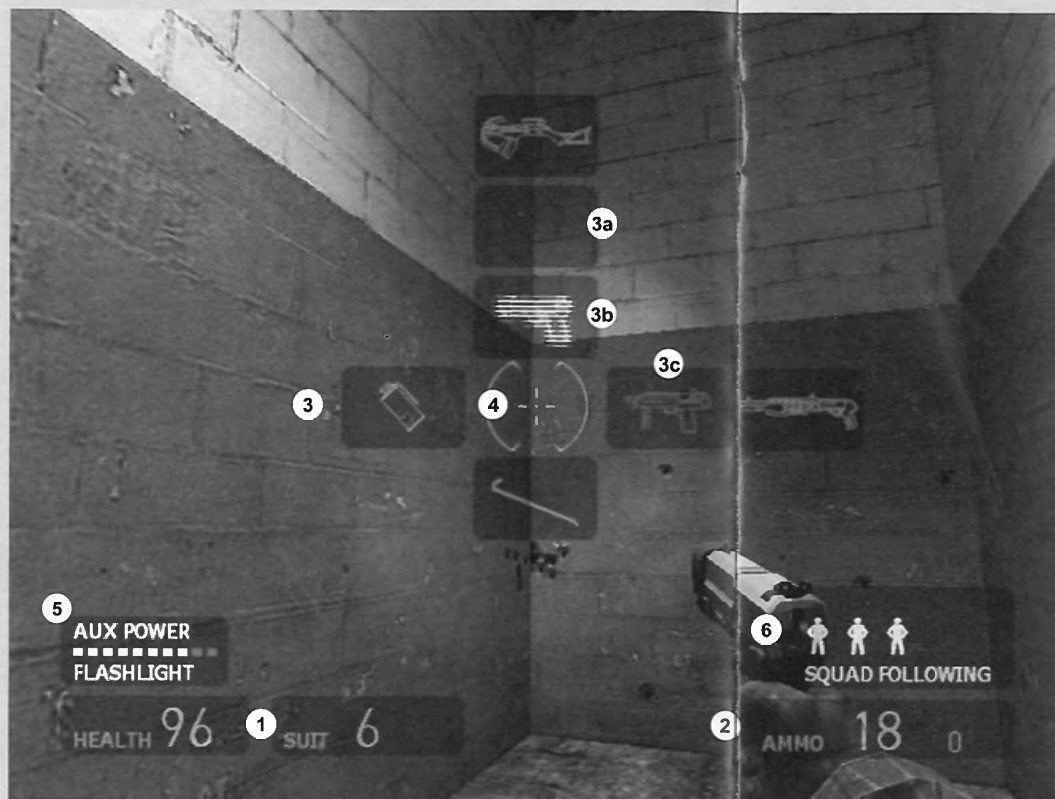
Sprint

Reload

Jump

Command

Flashlight



1 Health and Suit Charge Meters track your vitals. Once your health hits zero, you're dead. A charged HEV suit helps reduce damage to your body in battle.

2 Ammunition Meter shows your current weapon's ammo, and the ammo left to reload with. If your current weapon has a secondary fire that uses different ammo, the ammo meter will show that as well.

3 Weapon Selection HUD highlights the weapon chosen when you switch weapons by pressing right or left on the D-Pad.

3a Empty Slot

3b Selected Weapon (highlighted)

3c Out of Ammo (in red)

4 Reticule represents your point of aim, and indicates the target object when you press the Action or Attack Buttons.

5 Aux Power Meter displays remaining power when you perform activities that drain energy, such as swimming, sprinting, or using your flashlight.

6 Squad Display shows how many members are in your squad. A cross indicates that squad member is a medic.

MAIN MENU

To start a new game use the Left Thumbstick to highlight **NEW GAME** and press **A** Button. The first time you play Half-Life 2, only the first chapter will be unlocked. As you play through the game, more chapters will become unlocked and you will be able to select them when you wish to start a new game.

If you are in the middle of a game, select **CONTINUE** to start from your most recent checkpoint or save point.

To load a previous save game, select **LOAD GAME**.

OPTIONS MENU

OPTIONS MENU

You can change game options and controller configuration by selecting **OPTIONS** from either the Main Menu, or from the Pause Menu while in the game.

GAME

Difficulty - Choose from three skill settings: **EASY**, **NORMAL**, and **HARD**.

Audio - Adjust music and game volume.

Video - Adjust brightness for the best picture.

Captions - Choose "Subtitles" to show only the game dialog, or choose "Closed Captions" to show dialog and sound effects.

CONTROLLER OPTIONS

LOOK TYPE

Normal: Moving the Thumbstick up makes you look up, and moving the Thumbstick down makes you look down.

Inverted: Control is opposite of the Normal type.

THUMBSTICK

Normal: Default controls for Look/Move/Zoom/Crouch.

Southpaw: The Thumbstick actions for Look/Move/Zoom/Crouch are swapped.

Duck and Zoom: In "Toggle" mode, clicking the Thumbstick once will activate the action, and clicking again will deactivate it. With "Hold", you must click and hold the Thumbstick to continue to duck or zoom.

Look Speed: Allows you to adjust how fast your view changes in the vertical and horizontal directions when you move the Thumbstick.

BUTTONS

Several buttons on the controller can be mapped to different game actions. To change a button mapping, move the Left Thumbstick to move the highlight to the button you wish to change. Press **Y** to clear the selected action, and then press the button on the controller that you want mapped to that action.

Press the **BACK** button to cancel the current mapping. All button mappings can be reset to their default values by pressing **X** button while in the Buttons menu.

SAVING GAMES

As you play through Half-Life 2, you can save at any time by pressing the **START** Button and selecting **SAVE GAME** from the Pause Menu. You can store up to 30 save games at one time. If all 30 save slots are full, you can make room by deleting saves from the Save Game Menu or in the **Xbox Dashboard**, or you can simply overwrite existing save games.

In addition to save games, Half-Life 2 has periodic checkpoints throughout each map. If you die while playing, the game will restart from either the last checkpoint or your last save game, whichever is most recent.

You can quit the game and return to the **MAIN MENU** by selecting **QUIT** from the **Pause Menu**. If you quit the game, when you return you can select **CONTINUE** from the **MAIN MENU** to continue playing from your last save or checkpoint.

PLAYING THE GAME

Ammo

The HUD displays how much ammo is left in the currently selected weapon. Weapons have a limited supply of ammo, but more can be found by killing enemies and breaking open supply crates.

Squad

At some points in the game, armed citizens will join and fight along side you. You can have up to four members at one time. Squad members will help you take out enemies, and medics can give you health packs. Send your squad to a location by pressing the Command Button once, and recall them by pressing it twice.

Chargers

Health and Suit chargers can be found throughout the game. Face the charger and hold the Action Button (defaulted to **Y** button) to boost your health or defense. The chargers only have a limited supply, so once a charger is used up it will no longer work.

Power

Suit power is drained when you use your flashlight, sprint, or swim underwater. When the power reaches zero, the flashlight turns off, sprinting stops, or you start to drown - so watch the power meter carefully. When suit power isn't being used, it slowly recharges itself automatically.

Environment

Use the environment to your advantage. Smaller objects can be moved and stacked to provide cover or act as obstacles. Large objects can be pushed around with the Gravity Gun to block or injure enemies.

Allies

Various allies will join you throughout the game, and they can help you greatly if you put them to work for you. Consider sending them into dangerous areas ahead of you, letting you save more of your health and ammo.

Vehicle Controls:

Airboat:

Left Thumbstick: Accelerate, turn

Right Thumbstick: Look

Right Trigger: Shoot

White Button: Headlight

Jeep:

Left Thumbstick: Accelerate, Turn

Right Thumbstick: Look

Left Trigger: Charge gun

Right Trigger: Shoot

X Button: Boost

A Button: Brake

Crane:

Left Thumbstick: Turn, Raise and Lower arm

Right Thumbstick: Look

Right Trigger: Lower magnet

CREDITS

VALVE

Viktor Antonov
Gautam Babbar
Ted Backman
Kelly Bailey
Jeff Ballinger
Matt Bamberger
Aaron Barber
Yahn Bernier
Ken Birdwell
Derrick Birum
Chris Bokitch
Steve Bond
Matt Boone
Charlie Brown
Charlie Burgin
Julie Caldwell
Dario Casali
Yvan Charpentier
Jess Cliffe
John Cook
Greg Coomer
Kellie Cosner
Scott Dalton
Kerry Davis
Jason Deakins
Steve Desilets
Ariel Diaz
Quintin Doroquez
Martha Moran Draves
Laura Dubuk
Mike Dunkle
Mike Dussault
Rick Ellis
Dhabih Eng
Miles Estes
Adrian Finol
Bill Fletcher
Moby Francke
Pat Goodwin
Chris Green
Chris Grinstead
John Guthrie
Lestie Hall

Damarcus Holbrook
Tim Holt
Jon Huisinh
Brian Jacobson
Erik Johnson
Jakob Jungels
Iikka Keranen
Eric Kirchner
Marc Laidlaw
Jeff Lane
Tom Leonard
Doug Lombardi
Randy Lundeen
Scott Lynch
Ido Magal
Gary McTaggart
John Morello II
Bryn Mostow
Gabe Newell
Tri Nguyen
Jake Nicholson
Martin Otten
Kristen Perry
Bay Raitt
Alfred Reynolds
Dave Riller
Danika Rogers
David Sawyer
Aaron Seeler
Nick Shaffner
Taylor Sherman
Eric Smith
David Speyrer
Jay Stelly
Jeremy Stone
Mikel Thompson
Kelly Thornton
Carl Uhlman
Bill Van Buren
KayLee Vogt
Robin Walker
Joshua Weier
Doug Wood
Matt T Wood
Matt Wright

Voices:

Robert Guillaume
Dr. Eli Vance

Robert Culp
Dr. Wallace Breen

Lou Gossett, Jr.
Vortigaunt

Michelle Forbes
Dr. Judith Mossman

Merle Dandridge
Alyx Vance

Mike Shapiro
Barney Calhoun

Mike Shapiro
Gman

Harry S. Robins
Dr. Isaac Kleiner

Jim French
Father Grigori

John Patrick Lowrie
Citizens\Misc. chars.

Mary Kae Irvin
Citizens\Misc. chars

Ellen McLane
Overwatch

Voice Casting:
Shana Landsburg \
Teri Fiddleman

Voice Recording:
Pure Audio, Seattle,
WA
LA Studios, LA, CA

**Voice recording
scheduling and
logistics:**
Pat Cockburn,
Pure Audio

Crack Legal Team:

Liam Lavery
Jason Holtman
Karl Quackenbush
Kristen Boraas
Kevin Rosenfield
Alan Bruggeman
Dennis Tessier

Thanks to the following for the use of their faces:

Jamil Mullen
Art Min
Larry Heard
Ted Cohrt
Roger Guay
Frank Sheldon
Travis Dunlop
Daniel Docu
Van Crowder
Joey Paresa
Chau Luu
Kim Harris-Jones
Michael S. Smith
Joe Cairo
Naomi Cotton
Sandro Consi
Lakeetra Gilbert
Erdin Grcic
Kanisha Speyrer

Special thanks to everyone at:

Alienware
ATI
Dell
Falcon Northwest
Havok
SDL International
SOFTIMAGE
Don Kemmis,
SLK Technologies



LIMITED 90-DAY WARRANTY

VALVE LIMITED WARRANTY

Valve warrants to the original purchaser of this computer software product that the game disk on which the software programs are recorded will be free from defects in materials and workmanship for 90 days from the date of purchase. If the game disk is found to be defective within 90 days from the date of purchase, Valve agrees to replace the game disk free of charge upon receipt of the game disk at Valve's warranty mailing address below, postage paid, with proof of purchase. This warranty shall not be applicable and shall be void if, in the judgment of Valve, the defect has arisen through abuse, mistreatment or neglect.

To the maximum extent permitted by applicable law, this limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Valve. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. IN NO EVENT WILL VALVE BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS VALVE PRODUCT, including damage to property, and to the extent permitted by law, damages for personal injury, even if Valve has been advised of the possibility of such damages. Some territories do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, Valve's liability shall be limited to the fullest extent permitted by law. This warranty is in addition to, and does not affect any statutory rights you may have. You may also have other rights that vary from territory to territory.

RETURNS WITHIN THE 90-DAY PERIOD

Please return the product along with (1) a copy of the original sales receipt, showing the date of purchase, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below and Valve will mail a replacement game disk to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void. We strongly recommend that you send your product using a traceable delivery method. Valve is not responsible for products not in its possession.

VALVE WARRANTY CONTACT INFO

<http://support.steampowered.com>

VALVE WARRANTY MAILING ADDRESS

Valve Customer Warranty
PO Box 1688
Bellevue, WA 98009

NOTICE

Valve reserves the right to make improvements in the product described in this manual at anytime and without notice. This manual and the product described in the manual are copyrighted. All rights reserved. No part of this manual may be copied, reproduced, translated or reduced to any electronic medium or machine readable form without prior written consent of Valve, PO Box 1688, Bellevue, WA 98009.

CUSTOMER SUPPORT

TECHNICAL SUPPORT CONTACT INFO

<http://xbox.steampowered.com>

Valve Customer Service

PO Box 1688

Bellevue, WA 98009

© 2005 Valve Corporation. All rights reserved. Valve, the Valve logo, Half-Life, the Half-Life logo, the lambda logo, Source, and the Source logo are trademarks and/or registered trademarks of Valve Corporation. All other trademarks are property of their respective owners. Dolby and the double-D symbol are trademarks of Dolby Laboratories. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. 1515905