WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE:

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

HANDLING YOUR PLAYSTATION DISCS:

- These compact discs are intended for use only with the PlayStation game console.
- Do not bend them, crush them or submerge them in liquids.
- Do not leave them in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep these compact discs clean. Always hold the discs by the edges and keep them in their protective case when not in use. Clean the discs with a lint-free, soft, dry cloth, wiping in straight lines from the center to outer edges. Never use solvents or abrasive cleaners.

TECHNICAL SUPPORT

Game Hints: For The X-Files game hints, tips and tricks, please call 1-900-CALL4FOX. The call costs $0.80/minute. Touchtone phone required. If you are under 18, you must have your parents' permission before making this call.

Website: If you have an Internet connection, please go to the Fox Interactive website at www.foxinteractive.com.

E-mail: Send us an e-mail at xfgame@fox.com and type a description of the problem in the subject line.

Phone: Call us at 1-410-568-3630 Monday - Friday from 8 a.m. - Midnight EDST, or Saturday - Sunday from 8 a.m. - 8 p.m. EDST.

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SETTING UP

Set up your PlayStation according to the instructions in its Instruction Manual. Insert disc 1 of The X-Files and close the disc cover. Turn the PlayStation ON at the POWER button.

Do not insert or remove peripherals or Memory Cards once the power is turned on. Make sure there are enough free blocks on your Memory Card before commencing play. Memory Cards are only supported in Memory Card slot 1.

DISC SWAPPING

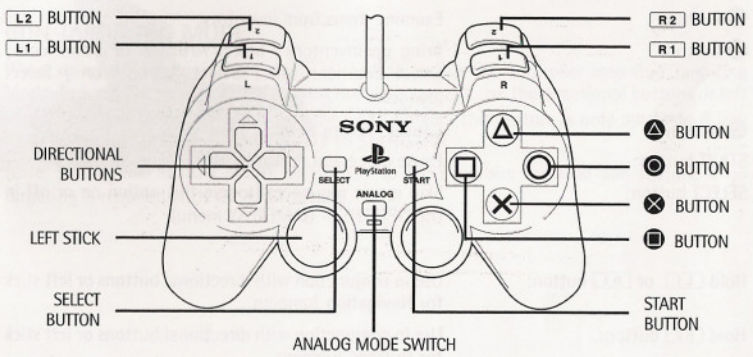
As you progress through the game and complete a number of objectives, you will be prompted to insert the next disc. For example: Once you have completed all of your objectives on DISC 1 the game will prompt you to insert The X-Files DISC 2. Please do this only when instructed by the game. Once you have replaced the DISC, close the disc cover and wait for the Loading to finish.

Note: Do not turn off or reset your Console, open the disc cover or remove the DISC during this Loading time or all unsaved data will be lost.

CONTROLS

When using an Analog Controller (DUAL SHOCK), The X-Files can be played by using the left stick instead of the directional buttons. When using the left stick, ensure the ANALOG mode switch is on (the LED will light up Red). Your Analog Controller (DUAL SHOCK) should automatically default to Analog mode on boot-up.

The vibration function of your Analog Controller (DUAL SHOCK) can be turned on or off via the OPTIONS – GAMEPLAY menu.



MENU CONTROLS

Directional buttons or left stick (in Analog Mode):	Highlight options.
⊗ button:	Confirm menu selections.
△ button:	Return to previous menu.

IN-GAME CONTROLS

Directional buttons or left stick (in Analog Mode):	Move pointer / Navigate through environments.
⊗ button:	Activate / Use.
□ button:	Examine items from inventory.
○ button:	Bring up Inventory / Select Artificial Intuition icon / Select Emotion icon / Select Action icon / Select Idea icon.
△ button:	Cancel / return to main game view.
START button:	Pause game and return to Main Menu.
SELECT button:	Skip movie sequences (toggle this option on or off in the OPTIONS – GAMEPLAY menu).
Hold L1 or R1 button:	Use in conjunction with directional buttons or left stick for Navigation Jumping.
Hold R2 button:	Use in conjunction with directional buttons or left stick for Hotspot Jumping.
Hold L2 button:	Use in conjunction with directional buttons or left stick for Gun Targeting.

NAVIGATION MODE

Hold the L1 or R1 button to put the Controller into Navigation Mode. To jump the pointer to the nearest navigation hotspot, press ⇦ or ⇨ with the directional buttons or left stick (in Analog mode) while holding either the L1 or R1 button. Navigation hotspots are hotspots that will move the player within the environment if the ⊗ button is pressed.

HOTSPOT JUMP MODE

Hold the R2 button to put the Controller into Hotspot Jump Mode. To jump the pointer to the nearest hotspot, navigational or otherwise, press ⇦ or ⇨ with the directional buttons or left stick (in Analog Mode) while holding the R2 button. This feature makes it possible to search the game window for items of interest without the need to explore the entire view area.

GUN TARGETING MODE

When using the handgun, hold the L2 button to put the Controller into Gun Targeting Mode. To jump the pointer to the nearest hostile opponent, use the directional buttons or left stick (in Analog Mode) while holding the L2 button. This feature is only available if you have set your ACTION SCENE DIFFICULTY to STANDARD.

Note: Setting the ACTION SCENE DIFFICULTY to EASY enables the auto-aim feature – no targeting is required with the EASY setting.

AGENT WILLMORE

As Agent Craig Willmore, it is your job to perform the duties required by an official FBI investigation. The investigation will take you into a variety of situations that will depend on effective and professional responses to the actions and inquiries of those involved in the case. You will encounter a number of questions about your case for which it is your sworn duty to find the answers. Your work in the field must produce results if you are to maintain your reputation as an exceptional agent. Keeping this in mind, you should be aware that distractions of a personal nature might be detrimental to the pursuit of your case.

CODE OF CONDUCT

All sworn Agents of the FBI shall agree to the points listed in the Official Code of Conduct:

1. Respect and protect human dignity and uphold the civil rights of all persons.
2. Fulfill the duties imposed by law by serving the United States of America (USA) and protecting all persons against illegal acts.
3. Use force only when strictly necessary and only to the extent required for the safe completion of duties.
4. Use firearms (assigned by the Bureau) only as an extreme measure; do not employ firearms except when a suspected offender offers armed resistance or otherwise jeopardizes the lives of citizens or law enforcement personnel.
5. Do not inflict, instigate or tolerate any act of torture or other cruel, inhuman or degrading treatment or punishment against anyone, whether or not in official custody.
6. Commit no act of corruption and rigorously oppose and combat such activities.
7. Keep confidential all matters of a confidential nature, unless the performance of duty or the needs of justice strictly require otherwise.
8. Do not publicize, discuss, write, record or otherwise cause to be made such documents as would reveal classified, privileged or other materials deemed sensitive by the FBI to any individuals, organizations, governments or other entities, without the express permission of the Director of the FBI.
9. Respect the law and the Code, and oppose any violations of either the Code or the laws of the Federal Government, sovereign states or local municipalities of the United States.
10. Follow the Bureau Code of Conduct without fail, and abide by the rulings of the Board of Conduct and Official Inquiry convened to investigate and rule on violations of this Code by a FBI Agent. Your present record with the Bureau is spotless. Having a chance to solve a big case may be just what you need to solidify your excellent reputation since joining the Bureau. The following is an official copy of your personnel file:

FEDERAL BUREAU OF INVESTIGATION
PERSONNEL RECORD DIVISION EMPLOYMENT RECORD

ACCESS LIMITED TO L-4 AND ABOVE

Name:	Willmore, Craig Joshua
D.O.B:	19th October 1963
Birthplace:	Kenosha, Wisconsin
Race:	Caucasian
Eye Color:	Hazel
Hair Color:	Brown
Height:	6'1
Weight:	175 pounds
Sex:	Male
Marital Status:	Divorced

Education: Kenosha High School, Kenosha, Wisconsin. BA, Northwestern University, Evanston, Illinois. MA, New York University, New York, New York.

Career History: Recruited into the Bureau from New York University following graduation. Trained at Bureau Academy at Quantico, Virginia. Received highest level of accreditation for anti-terrorist training, firearms training and hostage negotiation training. Assigned to Bureau Headquarters in Washington, D.C. in November 1991; joined Organized Crime Division. Participated in surveillance, background analysis and apprehension of the Ivan Gang, a loosely organized group of Russian immigrants attempting to take control of the Hasidic diamond trade in Lower Manhattan and Queens. Indictments led to convictions and prison terms for seven individuals, and deportation of eleven others back to Russia. The investigation team, Agents Willmore, Becker, DeBolt and Young, received commendations from the Director for excellent work.In August 1992, Special Agent Willmore was assigned to the Anti-Terrorist Division under Senior Supervisor Chris Westergaard, attached to the Baltimore Field Office. Again performed duties with distinction by organizing a unit of the Anti-Terrorist Division to investigate the presence of anti-government militia groups in Pennsylvania, Maryland, and Virginia area. Involved in investigations that led to the dismantling of several militia groups; apprehended several individuals responsible for major illegal arms trafficking in the Tri-State area. Commendation for exemplary service placed in Agent Willmore's permanent file following his work with ATD. Transferred to Seattle, Washington Field Office in January 1993.

NOTE: The information contained in this and other permanent individual files is accessible only by prior authorization of the Assistant Director of Personnel, Bureau Headquarters, Washington, D.C., by authorized personnel only. The materials, information and data cannot be copied, transmitted by oral, electronic, photographic, photostatic, or any other means, or otherwise transferred to any third party without proper authorization by the Section Head.

FBI/PERS.11370:tgv.GRD/2021.5

MAIN MENU

From the Main Menu screen you can highlight the various options by pressing ⇧ or ⇩ with the directional buttons or left stick and pressing the ⊗ button to select the desired option. Once a game has been started, you can PAUSE the game in progress and select the Main Menu by pressing the START button on your Controller. This will allow you to choose any of the options described below:

NEW

Select NEW to start a game (to reset to the very beginning). You will be asked to confirm that you want to start a new game. To confirm press the ○ button. To return to the Main Menu screen press the ⊗ button. If you are starting a new game, make sure you have inserted DISC 1.

LOAD

Select LOAD if you have already saved a game and you wish to continue from where you left off. Please make sure a MEMORY CARD is inserted into Memory Card slot 1 of your PlayStation. Select an X-Files saved game from one of the fifteen Memory Card blocks available. You may be requested to insert the necessary DISC if it is not already present.

SAVE

You may save your current progress in a game at any time you wish.

Please make sure a MEMORY CARD is inserted in Memory Card slot 1 before saving. Select SAVE from the Main Menu and select from one of the fifteen available Memory Card blocks. If the Memory Card is full, you may overwrite a previously saved game by highlighting the Memory Card block and selecting it. You will be asked to confirm that you wish to save – select YES to complete the save or NO to return to the SAVE screen without saving.

OPTIONS

Access the game options by selecting OPTIONS. You can adjust the Game Play and Audio options.

GAME PLAY

ARTIFICIAL INTUITION – Agents requiring extra assistance during the investigation should switch this option on before undertaking their duties (see the section on Artificial Intuition for more information).

ACTION SCENE DIFFICULTY – sets the difficulty level for interactive action scenes to EASY, STANDARD, or DIFFICULT (the default setting is STANDARD).

NAVIGATION TRANSITIONS – when enabled, makes navigation more realistic with the use of motion blurring when turning left or right. This function may help you keep your bearings in more complex locations.

Press SELECT button to skip video clip – allows you to bypass a video clip by pressing the SELECT button if you do not wish to view it. Toggle this option ON or OFF here.

ACTION SCENE AUTO REWIND – At certain points during your investigation, you may find yourself in a life-threatening situation from which you may not always emerge unscathed – or alive, for that matter. When enabled, the Action Scene Auto-Rewind feature allows you to return to the investigation just before you entered that life-threatening situation, repeatedly if necessary, without penalty.

CONTROLLER VIBRATION – When playing with an Analog Controller (DUAL SHOCK), the vibration function will be automatically enabled. To disable the vibration function, select OFF here.

AUDIO

There are two sliders in the Audio menu. The top slider controls the volume level of dialogue in the game. To adjust the dialogue slider, highlight the top bar and move the directional buttons or left stick ⇦ or ⇨ to increase or decrease the sound level as required.

The bottom slider controls the volume level of music and sound effects in the game. To adjust the Music / Sound Effects slider, highlight the bottom bar and move the directional buttons or left stick ⇦ or ⇨ to increase or decrease the sound level as required.

The changes are implemented immediately upon return to the game. These changes will also remain in effect if you start a NEW game.

HELP

The Help screen provides a quick overview of all the common features you will encounter during the course of your investigation. Press the ⊗ button to move to the next feature. Some features have more than one screen of text – to scroll through the text use the directional buttons ⇩ and ⇧.

ARTIFICIAL INTUITION



The Artificial Intuition icon is only available when ARTIFICIAL INTUITION is enabled in the GAME PLAY section of the OPTIONS menu screen. When enabled, Artificial Intuition allows the Agent to receive additional guidance in the form of:

- Visual clues pertinent to the Agent's investigation
- Input from other Agents
- Action Icons that allow the Agent to more easily accomplish investigation objectives

When Artificial Intuition is able to assist in an investigation, the blue icon will glow. Activating it allows you to cycle through a series of visual hints, followed by the appearance of one or more Action icons (see Icons section for further details).

Press the ● button twice until the Artificial Intuition icon is highlighted (or press the ● button once if you already have the Inventory selected) and then press the ✕ button to activate. Press the △ button to exit Artificial Intuition mode. You can also move the pointer directly over the Artificial Intuition icon and press the ✕ button to activate.

Additionally, the icon will begin to swirl, or activate, when you are in close proximity to information vital to furthering the investigation. Selecting the Artificial Intuition icon when it is in this active state will bring critical items directly into your field of view, allowing you to immediately undertake any direct manipulation of the item.

Press the △ button to return to the main game view.

As a professional courtesy, the Special Agent In Charge of the local Field Office is available to provide Agents with assistance, regardless of the status of Artificial Intuition.

NAVIGATION AND INTERACTION

Moving the pointer around the screen will cause it to change state depending upon the context of the item it passes over. Each of these serves various functions in an investigation. When the pointer is in the form of a small white cross, the pointer is in a neutral state and serves no function. The following pointers act in different ways:

NAVIGATION POINTERS



When the pointer turns into a hand pointing in a specific direction, pressing the ✕ button in that area will move you into the location it is pointing towards. Left and Right pointing hands turn the screen around to face in that direction. A forward pointing hand advances your position forward within a location. A backward pointing finger pulls you back from a location or, if you are zoomed into a closer view of an object or location, zooms or moves you back out.

The hand may also point up or down in certain areas and, when the ✕ button is pressed, will move your view to face the designated direction – movement in these directions will then be available with the forward pointing finger.

DETAIL POINTER



When the pointer turns into an eye, this indicates that items and areas can be viewed in close-up detail by pressing the ✕ button. In some cases, a scene may have more than one level of detail available, and if the eye pointer is present you will be able to zoom in further by pressing the ✕ button. In such instances, the backward pointing hand will zoom out to the original view of the scene.

When zoomed completely in on an item such as a picture hanging on a wall, to return to the video window press the △ button when indicated.

In the case of documents found during an investigation, blue arrows at the edge of the screen will indicate that you can turn the pages or scroll around the various panes of the document by pressing the directional buttons. An eye pointer indicates that you can zoom in for further detail. To back out from a zoomed-in document, press the △ button.

ACTION POINTER



When the pointer turns into a fist clutching a lightning bolt, this indicates that an action or interaction with an item, object or person can be made. This pointer will appear over door handles, for example, and by pressing the ✕ button, the door will be opened.

At other times during an investigation, actions may require the Agent to use a specific item from their inventory. For example, gathering evidence requires that you first select the evidence kit and then move the pointer (which has now become the image of the evidence kit) over the object intended to be collected and press the ✕ button in order to collect the item.

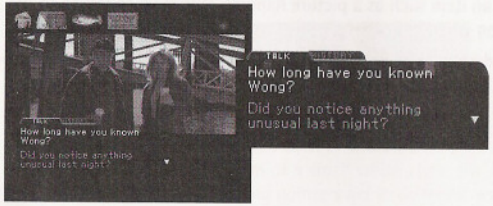
CONVERSATION POINTER



If the pointer changes to a lips pointer when moving it over an individual, you can hold a conversation with them by pressing the ⊗ button.

Once a conversation is initiated, you may either choose from a specific list of dialogue choices (contained in the dialogue box) or choose from the available Idea icons which may appear at the top left of the screen (see the section covering Idea Icons for more details).

You may scroll up and down the list of available conversation choices by pressing the directional buttons or left stick up and down, and pressing the ⊗ button to ask a question. If there are more choices available than are visible in the dialogue box, a white up or down arrow will appear to the right of the dialogue text.



If appropriate, a dialogue HISTORY tab will be available in the dialogue box – press ⇨ on the directional buttons / left stick to select the HISTORY tab and repeat previously asked questions. Press ⇦ on the directional buttons / left stick to return to the TALK tab.

If you choose not to continue the conversation, you can end it by pressing the △ button.

TOOLS AND INVENTORY

Throughout the course of your investigation, you will collect many items that will aid you in your endeavor. Once collected, these items will appear along the bottom of your screen in the Inventory.



You can choose an Inventory item by pressing the ● button and then pressing ⇦ or ⇨ with the directional buttons or left stick to cycle through the available items. Press the ⊗ button to activate the selected inventory item, or press the ■ button to examine it in detail.

By default, these Inventory items are hidden until the ● button is pressed. Once chosen, the icon for the selected Inventory item will stay visible at the bottom of the screen to indicate its active status. Some Inventory items will automatically activate (for example the Night Vision goggles); others must be moved over a target object and activated by pressing the ⊗ button (for example the Lock Pick on a door lock). When selected, if the item can be used it will appear in place of the pointer as you move over a suitable target.

To put a current selected Inventory item away, either press the △ button, or press the ● button again to bring up the Inventory.

Inappropriate use of certain items in the Inventory, such as the gun or handcuffs, could have a negative effect on your investigation (see the 'Getting Started' section). You are responsible for acquiring any standard investigation tools needed from the Field Office location. Acquisition of other miscellaneous Inventory items can occur at any time or location throughout the course of the investigation.

As you begin each new investigation, you will be automatically issued the following tools:

PDA (PERSONAL DIGITAL ASSISTANT)

The PDA is perhaps the most indispensable tool for conducting an efficient and thorough investigation.



The PDA has three sections – NOTEPAD, NAVIGATION and E-MAIL. When the PDA is switched on, the NAVIGATION mode will be active. For each section, press the ● button to switch between the main PDA activity window and the PDA icon toolbar. When the PDA toolbar is selected, press ⇦ or ⇨ or left stick to switch between the NOTEPAD, NAVIGATION, E-MAIL and OFF buttons, then press the ✕ button to select.

The PDA can be used for:



NAVIGATION – You can travel among individual locations via a map of Seattle and the surrounding area. Available destinations are marked by a red dot on the map.

The Navigation screen has two levels of detail – at the start of the game you will only be able to select the Seattle area from the top-level map. Press the ✕ button to zoom in on the Seattle street map. You will be able to move between the Field Office, your Apartment, and the Crime Lab by guiding the red target over the desired location (using the directional buttons) and pressing the ✕ button. To back out to the top-level map, press the △ button.

Once activated and visited, most locations can be returned to at will.

If, for some reason travel is restricted, the location will be marked by a green dot and if you select a restricted location, the PDA will issue an audible tone indicating that it is not currently possible for you to travel to the location selected.



NOTEPAD – Your notes from crime scenes and other locations are automatically recorded in the PDA as you visit various sites during the course of the investigation.

The field notes are organized as a separate page for each site visited. Use the ⇧ and ⇩ directional buttons to scroll through the notes on a page. If the blue arrows indicate that additional pages of notes are available, you can select the pages by pressing the ⇦ and ⇨ directional buttons.



E-MAIL – Allows you to receive e-mail remotely from your Investigative Services workstation.

Received e-mail headers will be displayed on the screen. Use the ⇧ and ⇩ directional buttons to move between the e-mail Inbox headers, and press the ✕ button to read the selected e-mail.

To view portions of an e-mail that are not visible on-screen, press the ⇧ and ⇩ directional buttons to scroll through the message. To return to the e-mail Inbox header screen, press the △ button.

OFF – Selecting this option or pressing the △ button from the main PDA screen puts the PDA away.

CELLULAR PHONE



Your cellular phone can be used at any time during the course of your investigation to pursue leads, or contact people who may be listed in the database of your PDA, your workstation, or the directory found in the cellular phone itself. Use the directional buttons on your Controller to move around the various buttons on the cellular phone, and press the ✕ button to choose the selected button.

You may dial numbers either by selecting the numbers on the phone itself, or by using the Menu button on the phone to bring up the list of contacts.

SEND – Once you have entered the desired phone number, select and press the green 'Send' button on the left to place your call.

END – Once you have completed your call, select and press the red 'End' button on the right to hang up the phone.

CLEAR – If you misdial, or would like to enter a new number, select and press the CLEAR button to delete the number that appears in the phone's display window.

MENU – Selecting this button will bring up a list of contacts that you may need to call on a regular basis.

SCROLL – Once you have activated the list of contacts (they will appear one at a time in the phone's display window), the scroll arrows in the center of the phone will allow you to move up and down the directory list.

OFF – You can press the ⏏ button at any time to terminate the call in progress and put the cellular phone away.

Other standard tools that you may acquire for your investigation include:



Badge – Your FBI badge is your identification; it will help you gain access to areas that are regularly off-limits, and you are usually required to show it to civilians before questioning them.



Gun – Your handgun is a Sig Sauer P226 9mm automatic pistol. Use it responsibly: only when absolutely necessary. Illegal or improper use of your firearm could result in possible prosecution or dismissal from the FBI.



Handcuffs – Standard Issue. As with the gun, exercise good judgement in utilizing this tool.



Evidence Kit – Used to gather and transport evidence. All collected evidence should be turned over to a technician at a Bureau-certified Crime Lab for processing.



Lock Pick – Standard Issue 'speed' pick. In the absence of probable cause, a proper search warrant should be obtained before using the lock pick to gain access to a location.



Digital Camera – Standard Issue, can be used at any time. This camera will interface with the workstations located in the Field Office and your apartment for image download (see 'Workstations'). The camera's memory can hold a total of 24 digital images at a time. Once the memory's capacity is filled, you will be unable to take any more photographs until you download images to your workstation and delete them to free up space in the camera's memory.



Flashlight – Standard Issue.



Binoculars – Standard Issue.



Night Vision Goggles – Infrared goggles designed to enhance vision under cover of darkness.

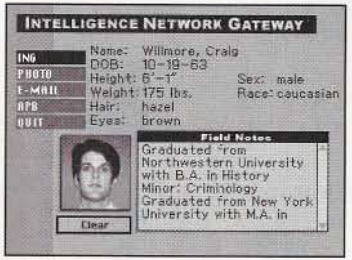
Miscellaneous – As you move from location to location, you will collect other items, which will be stored in the Inventory – some will be there temporarily, as they will be used and discarded, and others will remain in the Inventory for the remainder of your investigation. Be sure to routinely check the status of your Inventory.

WORKSTATIONS

Located on your desk at the FBI Field Office and at your apartment are functionally identical Investigative Services workstations.

Press ⇧ or ⇩ on the directional buttons or left stick to cycle through the five options, and press the ⊗ button to enter the highlighted section.

ING (INTELLIGENCE NETWORK GATEWAY)



The Intelligence Network Gateway, or ING, is an indispensable source of information for the Bureau. Agents can run background checks, look up vehicle license plate numbers and trace phone numbers through the ING.

The ING has a comprehensive search engine, which allows you to search for information by category. You can user filters to limit your search to relevant information.

The ING provides a two-component search: SEARCH CATEGORY and SEARCH DATABASE. Data that you have collected during your investigation is automatically added to the SEARCH CATEGORY list. To cycle through entries in the list, press the ⊗ button. Press ⇧ or ⇩ to move between the various search options – you can choose to search data from three Categories (Names, Phone Numbers, and Vehicle License Numbers) and from five Databases (Citizens, FBI Agents, Government/Military personnel, Law Enforcement officers, and Criminals). Press the ⊗ button to select a search option. After selecting the various parameters, to perform a search, select the SEARCH button and press the ⊗ button.

If a matching record is found for the search, it will be displayed on screen. Press ⇦ with the directional button or left stick to select the FIELD NOTES and press ⇧ or ⇩ to scroll through the text. To return to the Search screen, press ⇨ with the directional buttons or left stick and push the CLEAR button by pressing the ⊗ button on your Controller.

To return to the main Investigative Services menu, press the △ button.

PHOTO VIEWER



The Photo Viewer, when used in conjunction with the digital camera, allows agents to download pictures taken in the field and store them for later viewing.

After pictures have been taken with the camera (the Photo Viewer will not highlight if there are no pictures in the camera's memory), enter the Photo Viewer and any pictures will be automatically downloaded to the workstation. Press ⇨ with the directional buttons or left stick to highlight the pictures in the viewer. The blue arrows to the sides of the photo-viewing window will indicate that you can view other pictures by pressing the left or right directional buttons. The picture number is displayed in the top left corner of each image.

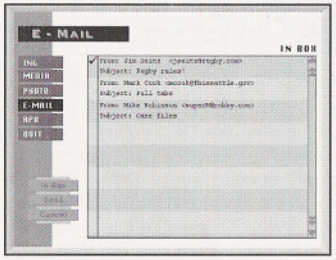
Press ⇧ with the directional buttons or left stick to select the DELETE option. To delete the currently selected image, press the ⊗ button. If the Photo Viewer contains the maximum of twenty-four pictures, you will need to delete images in order to be able to take additional pictures.

Note: If you have stored pictures of locations contained on other DISCS, you may receive an on-screen prompt that states Insert X-Files DISC and the required DISC number. Replace the current DISC in the PlayStation with the DISC number indicated and close the disc cover. Only swap DISCS when instructed to do so.

There is also a viewer available which allows you to examine any frames grabbed from a video source by selecting the VIDEO button and pressing the ⊗ button.

To return to the main Investigative Services menu, press the △ button.

E-MAIL



Throughout the course of an investigation, you will receive e-mails. Incoming e-mails can be read in the E-MAIL section of the Investigative Services workstation. Simply select this option and press the ⊗ button to enter this section. Received e-mail headers will be displayed on the INBOX screen. Press ⇧/⇩ to select the e-mail headers you wish to read, then press the ⊗ button to read the selected e-mail.

Some e-mails you receive may contain attachments. To view an attachment, simply highlight the attachment file using the directional buttons and press the ⊗ button.

To return to the main Investigative Services menu, press the △ button.

APB (ALL POINTS BULLETIN)

During an investigation, it may become necessary to send out an All Points Bulletin (APB) on a certain individual or individuals. Select the APB button and press the ⊗ button to enter this section of the Investigative Services workstation. APBs come in a standard format – when a composed APB is present in the text box, press the ⊗ button to push the SEND button and transmit the APB to all appropriate agencies.

To return to the main Investigative Services menu, press the △ button.

QUIT

To leave the Investigative Services workstation, highlight the QUIT button at the left side of the screen and press the ⊗ button.

EMOTION



Emotion icons allow the Agent to inject an emotional response into the situation at hand. When appropriate, they appear at the bottom center area of the screen. For example, they can range from angry to passive or humorous to indifferent, and will generate different responses from their recipients. These icons appear for a limited amount of time and cause you to respond in a specific way towards other individuals. Move the pointer over an Emotion Icon and press the ⊗ button to activate the selected emotion. Alternatively, press the ◉ button and select an Emotion icon by pressing the ⇦ and ⇨ directional buttons, and then press the ⊗ button.

IDEA



Idea icons represent certain facts, evidence or ideas that the agent may encounter through the course of the investigation. They can be selected by pressing ⇧ with the directional buttons or left stick from the highlighted top line of a conversation box, or by pressing the ◉ button. Once selected, they are activated by pressing the ⊗ button to initiate a conversation on that topic.

EVIDENCE



Evidence icons are used to deliver physical evidence (collected with the Evidence Kit) to a Bureau-certified crime laboratory for processing. When at the appropriate crime lab location, press the ◉ button to access the evidence icons. You can highlight an individual item of evidence with your directional buttons/left stick and press the ⊗ button to select it. This action will hand the item of evidence to the technician on duty.

ACTION



Action icons most often appear when Artificial Intuition is turned on, but they will sometimes appear on their own. They will be displayed in the bottom right corner of the screen when you are close to a location or area that requires your attention.

An Action icon shows a short clip of the action it will carry out by moving the pointer over it, or by pressing the ◉ button until it is highlighted. When Artificial Intuition has prompted the icon to appear (see the Artificial Intuition section) the icon usually represents a clue about an important step in an investigation.

To activate an Action icon, move the pointer over it and press the ⊗ button. Alternatively, press the ◉ button until the Action icon is highlighted and then press the ⊗ button.

CREDITS

Fox Interactive

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Assistant Graphic artist	Guy Paquin
Lead Video Editor	Derek Dexheimer
Audio Engineer	Paul Hiaumet
FPQ video technology Console engine Project management consulting	Nick Pelling – Pterodactyl Software, Ltd.

Cast (in order of appearance)

Dana Scully	Gillian Anderson
Fox Mulder	David Duchovny
Craig Willmore	Jordan Lee Williams
Mark Cook	James Lynch
Walter Skinner	Mitch Pileggi
Armistead Shanks	Sean Griffin
Mother	Suzanne McGaffey
Child	Zoe Warner
Motel Clerk	Lisa Estridge Gray
James Wong	Robert Lee
NSA #1	Nick Eldridge
NSA #2	Richard W. Daley
John Amis	Reginald A. Jackson
Fendrell	Brendan Beiser
Mendoza	Nick Granado
Stearns	Chuck McQuary
Arley	Mark Farrell
Mary Astadourian	Paige Witte
Harbor Master	John Gilbert
Joan Truitt	Lauren Tewes
Crew-cut Man	Eli Lockwood
Dr. Rauch	Randy Hoffmeyer
Cigarette Smoking Man	William B. Davis
Smolnikoff	Ted D'Arms
X	Steven Williams
Dr. McIntyre	Jimmi Parker
Homeless Man	Clifford Paul Fetters
Frohike	Tom Braidwood
Byers	Bruce Harwood
Langly	Dean Haglund
Colonel Wallace	Wally Dalton
Key Guard	Harris Smith
NSA Men	Brad Curtis Steve Keller Brian Kilcup Whitey Shapiro Joe Willis, Jr.
Pretty Woman	Laurel McConnell
Black Ops Guards	Alvin Castle Ron Garner David Oppenheim Raymond J. Reehill

Production

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Producer	Phil Peters
Director/Designer	Greg Roach
Story Concept	Chris Carter
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On Set Dresser	Rachel M. Thomson
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Costume Designer	Lisa Kohl
Wardrobe Supervisor	Sarah Isakson
Wardrobe Assistant	Julie Puterman Kari Rittenour Sally Roberts

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Prop Assistants	Jennifer Hunt Joyce McAndrews Gretchen Warthen
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Assistant Locations Manager	Maggie Bassetti
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Assistant Hair and Make-up	Shelley Clark Robin I. Knutson Carolynn Weast
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Make-up for Mr. Duchovny and Ms. Anderson	Angeline Bemben
Special Effects Make-up	Michael Christ

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First Assistant Camera	Ross Howsmon
Second Assistant	Marne Cohen
Camera	Mami Morisaki
Camera Assistants	Derek Hay Mike McIntyre
Gaffer	Giovani Lampassi
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Electricians	Michael Baird Mark Canniff Steve Colgrove Cole Drumb Scott Harbine Chad Harrison Michael LePard Kevin T. O'Connell Myron Partman Laura Chanel Reynolds Mark Simon Scott Todd Martijn Veltman Charlie Waldron

Key Grip	Jon LaFollette
Best Boy Grip	Lance "Brazil" Robinson
Grips	Craig Bilodeau Jeff Carpenter Tony Ghiglione Petey Johnson Kirk Miller Caleb R. Nelson Jimmie R. Owens
Rigging Gaffer	James O. Rosel
Rigging Key Grip	David C. Darrow
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Pyrotechnician	Mark McDaniel

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Casting Assistant	Darin Mercado
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Construction Coordinator	Kenneth J. Berg
Construction Foreman	James Foley

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Boom Operator	Mickey McMullan
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Audio Intern	Morgan Kohler
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Security	Future Security Services
Catering	Premiere Catering
Craft Services	Sandra MacLean

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Assistant Director	Sandra Hunter
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Props	Shawn Connaway
Locations Manager	Maggie Bassetti
Locations Assistant	Leanna Alicee Redmond
Camera Assistant	Pauls Zommers
Gaffers	Bjorn Boisen Krist Hagar David K. Potter
Best Boy Electric	Matthew Quinn
Grip/Electric	Matt Baker Keith Bronsdon
Catering	Christine's Catering
Craft Services	Helen Morgan

Vancouver Crew

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Best Boy Grip	Herb DeWaal

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