

 XBOX 360

XBOX  
LIVE

# The Orange Box<sup>®</sup>



FEATURING  
**Half-Life<sup>®</sup> 2: Episode Two**  
**Team Fortress<sup>®</sup> 2**  
AND INTRODUCING **Portal<sup>™</sup>**

► ALSO INCLUDES **Half-Life<sup>®</sup> 2** AND **Episode One**

<http://www.replacementdocs.com>

VALVE<sup>®</sup>

## **WARNING**

Before playing this game, read the Xbox 360™ Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see [www.xbox.com/support](http://www.xbox.com/support) or call Xbox Customer Support (see inside of back cover).

## **Important Health Warning About Playing Video Games**

### **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 taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play 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.

## **Table of Contents**

<b>Welcome to The Orange Box</b>	<b>2</b>
<b>Getting Started</b>	<b>3</b>
Main Menu	3
Options Menu	3
<b>Half-Life 2</b>	<b>5</b>
Controls	6
Heads-Up Display	8
Playing the Game	10
Helpful Tips	11
<b>Portal</b>	<b>12</b>
Playing the Game	13
Controls	14
Heads-Up Display	16
<b>Team Fortress 2</b>	<b>18</b>
Controls	18
Heads-Up Display	20
Playing the Game	22
Game Types	24
Player Classes	25
<b>Credits</b>	<b>28</b>
<b>Connect to Xbox LIVE</b>	<b>30</b>
<b>Notes</b>	<b>31</b>
<b>Support / Warranty</b>	<b>33</b>

# Welcome to The Orange Box.

## THIS PACKAGE CONTAINS FIVE (5) ITEMS:

### Half-Life 2. single-player

As research scientist Gordon Freeman, reclaim Earth from the alien infestation you unleashed at the Black Mesa Research Facility.

### Half-Life 2: Episode One. single-player

Aid the human resistance in a desperate battle against the totalitarian alien menace of the Combine.

### Half-Life 2: Episode Two. single-player

Battle Combine forces as you traverse the White Forest to deliver crucial information to an enclave of fellow resistance scientists.

### Portal. single-player

You are a test subject on an experimental training course sponsored by Aperture Science Laboratories ([www.aperturescience.com](http://www.aperturescience.com)). Please perform each task to the best of your abilities: your survival is the key to quality data measurement.

### Team Fortress 2. multiplayer

Join a team, choose a character class, and work together to wreak havoc on the opposing team.

## Getting Started

### MAIN MENU

When you launch The Orange Box, you will be presented with a selection of games. To play a game, use the Left Thumbstick to highlight your selection and then press the A button.

### OPTIONS MENU

You can change game options and controller configuration by selecting OPTIONS from either the main menu for any game or from the pause menu while playing a game.

### Game Options

**Difficulty** – Choose from three skill settings: EASY, NORMAL, and HARD. (Half-Life 2 + Episodes One and Two only)

**Audio** – Adjust music and game volume.

**TV Mode** – Display the best picture for a television or computer monitor.

**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.

Getting Started, Cont'd →

Table of  
Contents

Getting  
Started

Half-Life 2

Portal

Team  
Fortress 2

Credits

Support /  
Warranty

## → Getting Started, Cont'd

**Commentary** – Set this to ON to play the game with commentary. Achievements cannot be earned while playing with commentary on.

### Controller Options

#### Look Type

**Normal:** Move the Thumbstick up to look up and move the Thumbstick down to look down.

**Inverted:** Control is opposite of the Normal type. For example, move the Thumbstick up to look down.

#### 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, click the Thumbstick once to activate the action, and click again to deactivate it. In “Hold” mode, you must click and hold the Thumbstick to continue to duck or zoom.

**Look Speed:** Adjust how fast your view changes in the vertical and horizontal directions when you move the Thumbstick.

#### Controls

Buttons on the controller can be mapped to different game actions. Move the Left Thumbstick to highlight to the button you wish to change. Press A to clear the selected action, and then press the button on the controller that you want mapped to that action.

## Half-Life 2 + Episodes One and Two

**Half-Life®** introduced the world to research scientist Gordon Freeman, an unwitting participant in an government experiment that went horribly wrong. This “incident” shredded the seams of our known dimensions, opening our world to creatures and wildlife teleported from another world, Xen.

In **Half-Life 2**, an alien-infested Earth is being picked to the bone; its resources depleted, its populace dwindling. As Freeman, you’re thrust into the unenviable role of rescuing the world from the wrong you unleashed back at the Black Mesa Research Facility. Along the way, you’ll be joined by members of the resistance, human (and a few non-human) survivors in a desperate battle against the totalitarian alien menace of the Combine.

## → Half-Life 2, Cont'd

## BASIC PLAYER CONTROLS

To modify the default controls, go to the MAIN MENU. Then select CONTROLLER OPTIONS to make your changes.



## VEHICLE CONTROLS

### Airboat:

- L** Accelerate, Turn
- R** Look
- RT** Shoot
- Y** Headlight

### Automobiles:

- L** Accelerate, Turn
- R** Look
- LT** Charge gun (HL2 only)
- RT** Shoot (HL2 only)
- LB** Boost
- A** Handbrake

### Crane:

- LT** Turn, raise, and lower arm
- R** Look
- RT** Lower magnet

Half-Life 2, Cont'd

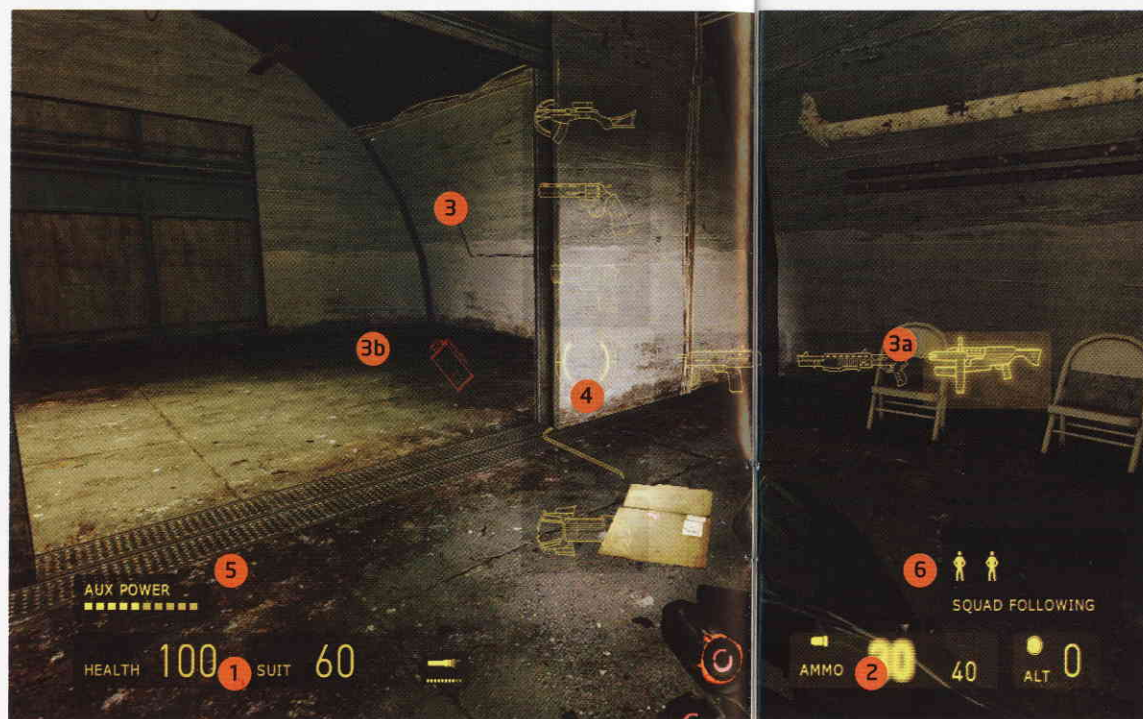




## → Getting Started, Cont'd

### HAZARDOUS ENVIRONMENT (HEV) SUIT DISPLAY

Once you are outfitted in your HEV Suit, the suit's heads-up display (HUD) is activated. The HUD is an on-going barometer of your health, available energy, and remaining ammo. The HUD allows you to survey and select from your weapons arsenal and inventory items. It also alerts you when you are sustaining environmental damage.



- 1 **Health and Suit Charge Meters** trace 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 for reloading. 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 any direction on the D-pad.
  - 3a **Selected Weapon** (highlighted)
  - 3b **Out of Ammo** (in red)
- 4 **Reticle** 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.

## → Getting Started, Cont'd

## PLAYING THE GAME

## Start A New Game

Use the Left Thumbstick to highlight NEW GAME and press the A button. The first time you play a game, 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.

## Saving Games

As you play through the game, you can save at any time by pressing the Start Button and selecting SAVE GAME from the Pause Menu. In addition to save games, there are periodic autosaves throughout each map. Each autosave will overwrite the previous one. If you die while playing, the game will restart from either the last autosave or your last save game, whichever is most recent.

## HELPFUL TIPS

## 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.

## Chargers

Health and suit chargers can be found throughout the game. Face the charger and hold the Action Button (defaulted to the X button) to boost your health or defense. The chargers 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. Pay attention to the power meter: when the power reaches zero, the flashlight turns off, sprinting stops, or you start to drown. 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.

# Portal

Portal™ is an experimental training course sponsored by Aperture Science Laboratories ([www.aperturescience.com](http://www.aperturescience.com)). Throughout the experiment, you will be asked to perform various tasks. Listen carefully to all instructions and you will most likely not be injured. Should you complete the initial course, advanced training will become available from the main menu. Good luck!

## PLAYING THE GAME

### START A NEW GAME

Use the Left Thumbstick to highlight NEW GAME and press the A button. The first time you play a game, 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.

### SAVING GAMES

As you play through the game, you can save at any time by pressing the Start Button and selecting SAVE GAME from the Pause Menu. In addition to save games, there are periodic autosaves throughout each map. Each autosave will overwrite the previous one. If you die while playing, the game will restart from either the last autosave or your last save game, whichever is most recent.

### ADVANCED TRAINING

Once you have successfully completed the main game, your newfound skills have only just begun to be tested. Portal offers several challenges and advanced maps designed to test your skills.

### Advanced Maps

The Advanced Maps are six levels from the main game that have been specially redesigned to require different solutions using unusual and specialized techniques. Solving all six Advanced Maps takes exceptional skill and, by doing so, you will have proven yourself a true Portal Master.

### Challenges

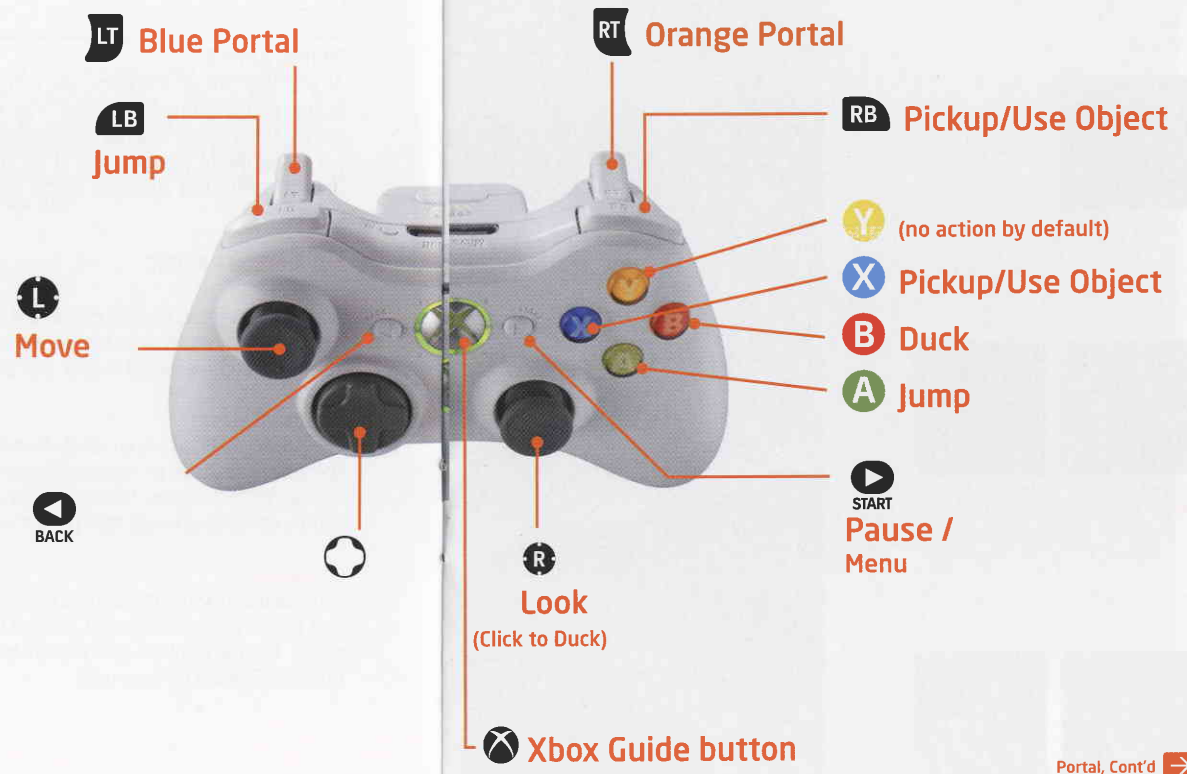
After completing the game, the Challenges will be unlocked. Based on how well you do on each challenge, you will be awarded a Bronze, Silver, or Gold medal. Earn all eighteen gold medals and you will earn the highly coveted Aperture Science Achievement.



→ Portal, Cont'd

**BASIC PLAYER CONTROLS**

To modify the default controls, go to the MAIN MENU. Then select CONTROLLER OPTIONS to make your changes.



➔ Portal, Cont'd

## HEADS-UP DISPLAY

The **Reticle** is split into two parts. When you have the single portal gun, the entire reticle represents the blue portal.

When you have the dual portal gun, one half of the reticle represents the blue portal and the other half represents the orange portal.



When the reticle is pointed at a surface that can accept portals, the reticle becomes solid.



**Surface can't accept Portals**



**Surface can accept Portals**

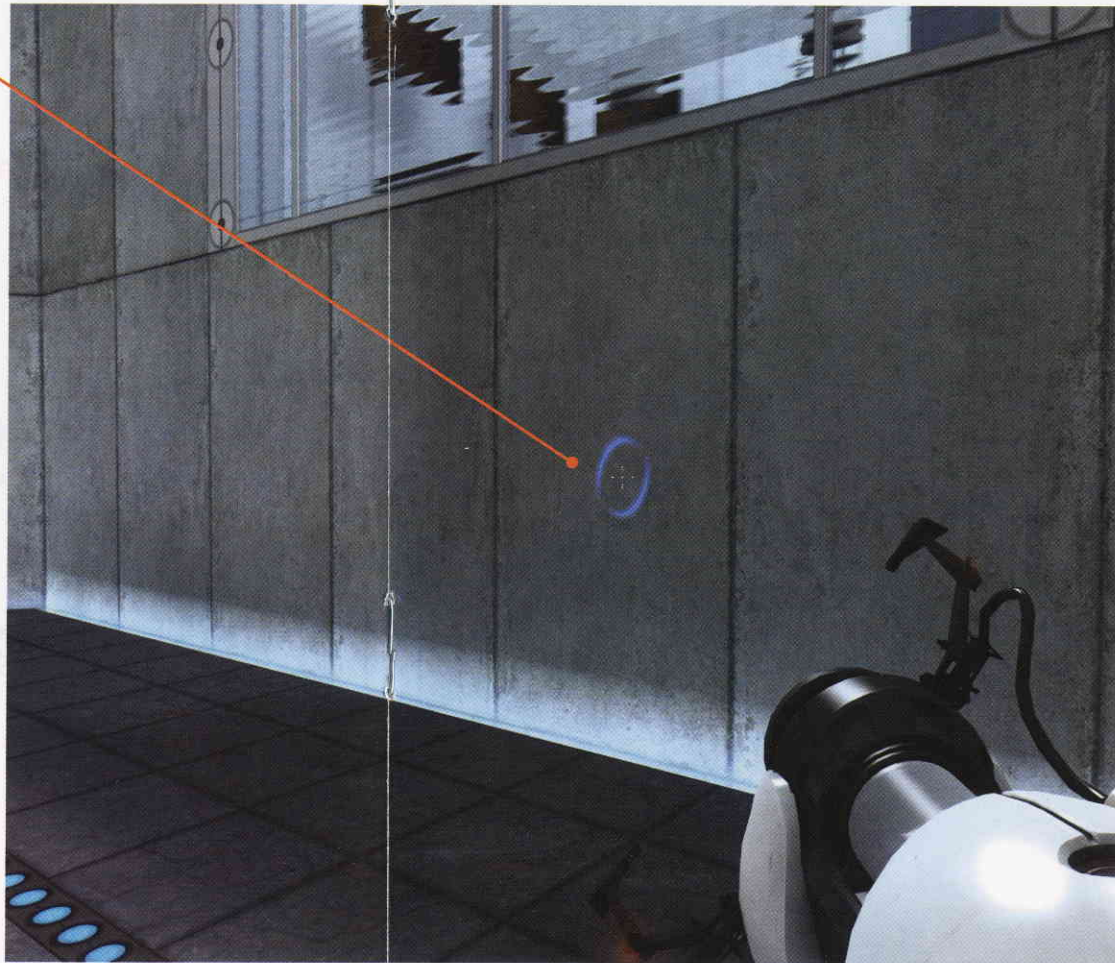
A small circle next to the reticle indicates the most recently placed portal.



**Last placed orange portal**



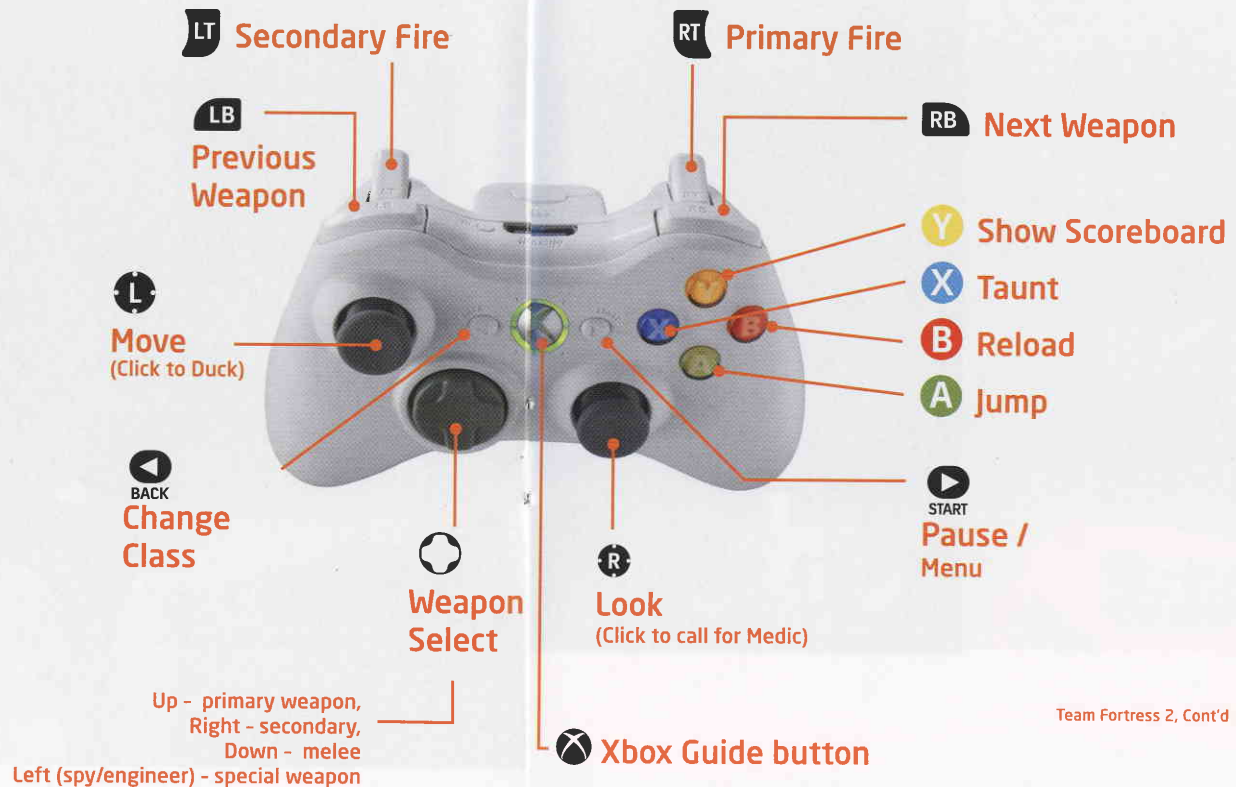
**Last placed blue portal**



## Team Fortress 2

Team Fortress® 2 is the sequel to the game that put class-based, multiplayer team warfare on the map. The game packs a wild variety of classes which provide a broad range of tactical abilities and personalities, and lend themselves to a variety of player skills.

Connect with a team (or create your own) on Xbox LIVE®, choose a character class, and score yourself some achievement points!



Team Fortress 2, Cont'd →



## → Team Fortress 2, Cont'd

## HEADS-UP DISPLAY

- 1 **Timer** tells how much time remains in the current round and indicates game state, such as Setup or Stalemate.
- 2 **Ammo Meter** shows how much ammo you have left in your weapon. You can get more ammo by picking up opponents' dropped weapons, using supply lockers, or using dispensers.
- 3 **Game Status** tells you about the progress of the game – team scores, flags captured, and capture points owned.
- 4 **Health** meter shows how much health you have left. You can regain health from health packs scattered around the maps, supply lockers, dispensers, or Medics.



Team Fortress 2, Cont'd →

## → Team Fortress 2, Cont'd

## PLAYING THE GAME

Team Fortress® 2 is a team-based multiplayer game. As you play, you can choose to have Xbox LIVE track your achievements and ranking. Or, you can just play a game with friends or other players with similar skill levels without keeping track of statistics.

From the main menu, select either Player Match, Ranked Match, or System Link Match.

**Xbox LIVE Player Match** connects you with a game in which statistics are not tracked, perfect for a quick match or warm-up. A Player Match can be joined in-progress through searches or invites, and changing teams during the game is allowed.

**Xbox LIVE Ranked Match** uses the Trueskill™ ranking system to automatically match you with players with skills similar to your own. These matches record playing statistics, which affect each player's standings. Ranked games do not allow players to join games that are in progress or switch teams during the game.

When you select a Player or Ranked Match, you can choose to join a quick match, host a match that other players can join, or search for game sessions based on specific criteria, such as scenario or number of players.

**System Link Match** lets you play console-to-console, in which two or more players can wirelessly network their consoles for multiplayer use. Refer to your Xbox manual to learn how to set up system-link play.

**My Achievements** displays all of your earned achievements.

**Rankings** displays your personal statistics, your Friends Leaderboard, and Xbox LIVE Leaderboards.

## Options include:

Scenario:	Choose from six different maps, each with its own unique game style.
Flag Capture Limit:	Number of captures needed to win the game. (Capture the Flag only)
Number of Rounds:	Number of rounds in the game.
Game Size:	Total players in the game, divided into two teams.
Team Auto Balance:	Automatically reassign players if the teams get uneven from players dropping or switching teams.
Private Slots:	Number of players that can only joined by the host or by invitation.
Max Game Time:	Maximum time a game can run if not yet won by either team.



## → Team Fortress 2, Cont'd

## GAME TYPES

## Capture the Flag

The goal in this game mode is to steal the other team's secret intelligence from their base and bring it back to your own base. The intelligence is stored in a briefcase, located deep within each team's base. If a player is killed while carrying the briefcase, it will drop to the ground and a timer starts. The team that the briefcase belongs to cannot pick up the briefcase or return it to their base, but players from the opposing team can still pick it up and continue the theft attempt. If no one manages to grab the briefcase and the timer runs out, the briefcase will be returned to its home base.

## Control Point

Every Control Point map is a little different, but the main goal is to capture and hold all of the control points in the map. In some cases, the control points must be captured in a particular order – the points are displayed at the bottom of the screen in the team color of the current owner. If there is a lock on the point, it can't be captured yet.

You capture a point by standing on it. The more players that stand on a point, the faster it is captured.

The opposing team can "block" a capture by also standing on the point at the same time as the capturing team. Ownership of a point stays with the defending team until it is fully captured. If the capturing players are defeated before fully capturing the point, the capture progress will gradually decline unless new players from the attacking team reach the point and continue the capture.

## CLASSES

Each class in Team Fortress is unique, so it takes a wide variety of skills and techniques to master them all. Try every class to find the ones that best suit your play style. The classes break down into three general categories: Offense, Defense, and Support.

## Offense

## SCOUT

The scout is quick and nimble. His double-jump allows him to skim across rooftops and change direction in mid-air, making him a formidable adversary in open area combat. The scout's speed is great for stealing the enemy team's documents, but he also captures control points twice as fast as any other class. **Weapons:** Shotgun, Pistol, Baseball Bat.

## SOLDIER

The soldier is a great class for long-range combat. He's great on offense for pushing through enemy lines and taking out sentry guns with his rocket launcher. When firing rockets at enemies, aim for their feet to hit them with splash damage. **Weapons:** Rocket Launcher, Shotgun, Shovel.

## PYRO

The Pyro is all about his flamethrower, making him a master of close-quarters combat. Engulfing your enemies in a powerful stream of fire not only causes them serious damage, it also catches them on fire for a short time which continues to chip away at their health – their only escape is to jump into water. Pyros wear flame-retardant suits, so if you're up against another Pyro you'll need to switch to the shotgun or fire axe. **Weapons:** Flamethrower, Shotgun, Fire Axe.

## → Team Fortress 2, Cont'd

## Defense

## DEMOMAN

The Demoman is a master of explosives, and that's just what you'll become when you play this class. His grenade launcher is great for clearing out rooms with time-delayed explosive projectiles. When you're looking to set a trap for the enemy, stickybombs are the answer. Use the primary fire button to stick the bombs to any surface, and then the secondary fire button to detonate them on your cue. **Weapons:** Grenade Launcher, Stickybomb Launcher, Bottle.

## HEAVY WEAPONS GUY

This is the toughest, most powerful class there is. He may lumber slowly into battle, but he brings with him a hail of lead that few can escape. The gun takes a couple seconds to get up to speed, but you can hold the secondary fire button to keep the barrel spun up, and then hit primary fire button for an instant shower of bullets. **Weapons:** Chain Gun, Shotgun, Bare Fists.

## ENGINEER

The engineer is critical to moving the line of battle in his team's favor, as well as setting up powerful defenses. There are four building types that the engineer can create. The dispenser is a supply building that can give health and ammo to teammates and provide metal for the engineer to build and repair his buildings. Teleporters let your teammates move quickly across the battlefield, and the turret gun is a powerful defensive weapon with three levels of destruction. Hit buildings with your wrench to make them build faster. To move a building, use the detonator device to destroy the existing one and then rebuild it at the new location. **Weapons:** Shotgun, Pistol, Wrench.

## Support

## MEDIC

The Medic is the ultimate support class. You can heal your teammates with the Medigun: a charge meter will fill as they are healing. When the charge meter is full, press the secondary attack button to activate invulnerability for you and the person you're healing. The "invuln" only lasts a short time, but while it's active you are both untouchable. Watch and listen for people hollering "Medic!" and give them a hand – your teammates will thank you! **Weapons:** Syringe Gun, Bone Saw.

## SNIPER

The sniper is master of the long-range, one-hit kills. Stake out a good vantage point and pick off the other team one at a time. The secondary attack button zooms the scope – while you're zoomed, the gun charges. Hitting someone with a full charge is the secret to taking them down quickly. **Weapons:** Sniper Rifle, SMG, Machete.

## SPY

When you need someone to breach the front lines, the spy is your man. Press the secondary attack button and he dons his invisibility cloak. But keep an eye on your watch, because when the green bar runs out, the cloak shuts off. When invisibility isn't enough, the spy can use his PDA to disguise himself as a player on the other team. If you can get behind an enemy player and knife him in the back, it's a one-hit kill. When cloaked or disguised the enemy turret guns won't shoot at you, giving you the opportunity to attach a Sapper to the turret, which drains its health and eventually destroys it. **Weapons:** Pistol, Knife, Sapper.

## Credits

## VALVE

Gautam Babbar  
 Ted Backman  
 Kelly Bailey  
 Jeff Ballinger  
 Aaron Barber  
 Jeep (Ken) Barnett  
 Jeremy Bennett  
 Dan Berger  
 Yahn Bernier  
 Ken Birdwell  
 Derrick Birum  
 Iestyn Bleasdale-Shepherd  
 Chris Bokitch  
 Steve Bond  
 Matt Boone  
 Antoine Bourdon  
 Jamaal Bradley  
 Jason  
 Brashill  
 Charlie Brown  
 Charlie Burgin  
 Andrew Burke  
 Augusta Butlin  
 Dario Casali  
 Chris Chin  
 Jess Cliffe  
 Phil Co  
 John Cook  
 Greg Coomer  
 Christen Coomer  
 Scott Dalton  
 Kerry Davis  
 Jason Deakins  
 Joe Demers  
 Ariel Diaz  
 Quintin Doroquez

Chris Douglass  
 Laura Dubuk  
 Mike Dunkle  
 Mike Durand  
 Dhabih Eng  
 Katie Engel  
 Chet Faliszek  
 Tarn Faulkner  
 Adrian Finol  
 Bill Fletcher  
 Moby Francke  
 Kathy Gehrig  
 Vitaliy Genkin  
 Paul Graham  
 Chris Green  
 Chris Grinstead  
 John Guthrie  
 Aaron Halifax  
 Reagan Halifax  
 Leslie Hall  
 Jeff Hameluck  
 Joe Han  
 Jason Holtman  
 Don Holden  
 Gray Horsfield  
 Keith Huggins  
 Jim Hughes  
 John Huisingsh  
 Brian Jacobson  
 Lars Jensvold  
 Erik Johnson  
 Jakob Jungels  
 Rich Kaethler  
 Steve Kalning  
 Aaron Kearly  
 Iikka Keranen  
 David Kircher

Erik Kirchmer  
 Alden Kroll  
 Marc Laidlaw  
 Jeff Lane  
 Tim Larkin  
 Dan LeFree  
 Isabelle Lemay  
 Tom Leonard  
 Jeff Lind  
 Doug Lombardi  
 Blanca Loomis  
 Richard Lord  
 Realm (Sam)  
 Lovejoy  
 Randy Lundeen  
 Scott Lynch  
 Ido Magal  
 Nick Maggioro  
 John McCaskey  
 Patrick McClard  
 Steve McClure  
 Hamish McKenzie  
 Gary McTaggart  
 Jason Mitchell  
 Mike Morasky  
 John Morello  
 Bryn Moslow  
 Arsenio Navarro  
 Gabe Newell  
 Milton Ngan  
 Jake Nicholson  
 Martin Otten  
 Karen Prell  
 Bay Raitt  
 Tristan Reidford  
 Alfred Reynolds  
 Matt Rhoten

Garret Rickey  
 Dave Riller  
 Elan Ruskin  
 Matthew Russell  
 Jason Ruymen  
 David Sawyer  
 Marc Scaparro  
 Wade Schlin  
 Matthew Scott  
 Aaron Seeler  
 Taylor Sherman  
 Eric Smith  
 Jeff Sorensen  
 David Speyrer  
 Jay Stelly  
 Jeremy Stone  
 Eric Strand  
 Kim Swift  
 Kelly Thornton  
 Eric Twelker  
 Carl Uhlman  
 Doug Valente  
 Jennifer Valente  
 Bill Van Buren  
 Gabriel Van Engel  
 Alex Vlachos  
 Robin Walker  
 Josh Weiner  
 Andrea Wicklund  
 Greg Winkler  
 Erik Wolpaw  
 Doug Wood  
 Matt Wood  
 Matt Wright  
 Danika Wright  
 Shawn Zabacki  
 Torsten Zabka

Voices:

## Half-Life 2 + Episodes One &amp; Two

Robert Guillaume  
 Dr. Eli Vance

Merle Dandridge  
 Alyx Vance

Tony Todd  
 Vortigaunt

John Aylward  
 Dr. Arne Magnusson

Michelle Forbes  
 Dr. Judith Mossman

Mike Shapiro  
 Gman

Harry S. Robins  
 Dr. Isaac Kleiner

Adam Baldwin  
 Citizens \ Misc. characters

John Patrick Lowrie  
 Citizens \ Misc. characters

Mary Kae Irvin  
 Citizens \ Misc. characters

Ellen McLain  
 Overwatch

## Portal

Ellen McLain  
 GaiDOS, Turrets

Mike Patton  
 THE ANGER SPHERE

Tim Larkin  
 Additional Sound Design

'Still Alive'  
 by Jonathan Coulton

## Team Fortress 2

Gary Schwartz - Heavy \ Demoman  
 Grant Goodve - Engineer  
 Nathan Vetterlein - Scout  
 Robin Atkin Downes - Medic  
 Dennis Bateman - Spy \ Pyro  
 Rick May - Soldier  
 John Patrick Lowrie - Sniper

Special thanks to everyone at:  
 ATI

Voice Casting:  
 Shana Landsburg and Teri Fiddleman

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

Voice recording scheduling and logistics:  
 Pat Cockburn, Pure Audio

Translations:  
 SDL

Thanks to the following for the use of their faces for Half-Life 2:

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

## Xbox LIVE

**Play anyone and everyone, anytime, anywhere on Xbox LIVE. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.**

### Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to [www.xbox.com/live](http://www.xbox.com/live).

### Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).

Valve™



VAE07605811MT

## CUSTOMER SUPPORT

For technical support, visit <http://support.steampowered.com>.

## 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, USA.

Table of  
Contents

Getting  
Started

Half-Life 2

Portal

Team  
Fortress 2

Credits

Support /  
Warranty





► FIVE GAMES. ONE BOX.



Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies.

© 2007 Valve Corporation. All rights reserved. Valve, the Valve logo, Half-Life, the Half-Life logo, the Lambda logo, Portal, the Portal Logo, and Team Fortress are trademarks or registered trademarks of Valve Corporation in the United States and/or other countries. All other trademarks are property of their respective owners.

VAJ07605811M