XBOX ONE

MIRROR'S EDGE™ CATALYST



DICE™

EA

WARNING Before playing this game, read the Xbox One™ system, and accessory manuals for important safety and health information. **www.xbox.com/support.**

Important Health Warning: 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 with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and 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, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

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THE CITY OF GLASS

The city of Glass is a beacon of technological progress and architectural beauty for the nation of Cascadia—but beneath its polished surface, Glass hides many ugly truths.

Under the control of the Conglomerate and its security division KrugerSec, the citizens of Glass know security and obedience. Those in the loCaste toil away for the benefit of the hiCaste, who alone enjoy prosperity.

On Glass's rooftops live the Runners, members of a society of offGrids who have found an alternative way of life. They have chosen freedom from the Conglomerate's control, knowing full well that that freedom comes at a cost.

You are Faith, an experienced Runner who has learned the brutal consequences of rebellion firsthand, but still continues to fight for change. In her shoes, the city of Glass is yours to explore, and every move is yours to make.

COMPLETE CONTROLS

DEFAULT CONTROLS	
Movement	L
Look	R
Interact	A
Light attack	X
Disruptor	B (hold)
Heavy attack	Y
Up actions	LB
Down actions	LT
Quickturn	RB
Shift / Combat Shift	RT
Map	**View** button
Pause menu	**Menu** button
Social content	◁ / ▷

PLAYING THE GAME

Mirror's Edge™ Catalyst lets you experience life as a Runner, free to roam the rooftops as you discover new paths and challenges throughout the city of Glass.

A Runner needs to read their surroundings quickly and keep on their toes if they want to make it above the city. Timing your moves, honing your skills, and knowing when to fight and when to retreat is the difference between survival and failure when you're off the Grid.

SAVING AND LOADING

Mirror's Edge Catalyst automatically saves your progress before missions and while free running. Do not turn off your Xbox One console while the autosave icon is displayed, or you will lose all unsaved information. Checkpoints are temporarily saved during missions.

NAVIGATING THE CITY

GAME SCREEN



The environment is a Runner's most essential tool, if you know what to look for:

Pipes and Ladders	Pipes and ladders are handy objects used to easily scale up walls. Run or jump toward them to automatically grab on, and move to climb or descend. Press LB to grab pipes attached to corners, which lets you quickly turn corners while boosting your momentum.
Soft Landing Areas	Aim for these yellow crash pads to cushion an otherwise fatal drop.
Ziplines	The fastest way to travel over great distances. Press LB to jump onto a zipline to start descending. Pull LT to release before you slam into the support and lose all of your momentum.

There's more than one way to traverse the city, so pay attention to your surroundings to find shortcuts around, over, and through obstacles. Many taller obstacles and fences can be climbed or vaulted, but some (like barbwire fences) should be avoided. You can also receive radio assistance from fellow Runners like Icarus and Noah to help you set your path.

RUNNER'S VISION

Runners see the city differently than the average Employ. Your Runner's Vision highlights pathways and other useful obstacles in red, guiding you to your set waypoint.

There are three different settings for Runner's Vision, which you can adjust in the Options menu in the Gameplay tab: FULL, CLASSIC, and OFF. Select FULL to enable Runner's Vision, which leads you to your waypoint by highlighting objects in red and displaying a guiding ribbon. CLASSIC still highlights objects but removes the guiding ribbon. OFF removes all guides entirely, but your waypoint will still be visible if you set one through your map. Remember, your Runner's Vision shows you one possible path to your destination, not necessarily the fastest one.

TAKE A TIP: Sometimes your Runner's Vision won't be there to guide you. Check your surroundings to see if there's a friendly ledge or pipe waiting for you; the way forward might be behind, below, or above you.

MOMENTUM

Building and maintaining momentum is the core to a Runner's strength, affecting how far and fast you run, jump, wallrun, or wallclimb.

Sustaining momentum requires more than just moving around obstacles. Some obstacles can be vaulted over or slid under, or provide a jumping point to easily scale walls or fences. A perfectly timed obstacle clearance can give you an additional boost in momentum, while other obstacles can boost your height at a cost to momentum. Strafing, turning, moving backwards, and running uphill all slow you down, so master your preemptive and recovery techniques to keep your momentum up.

Ultimately, the key to increasing and maintaining momentum is to seamlessly chain together individual moves into one uninterrupted series of movements. The longer you keep up your momentum, the faster you go—and the harder it is to stop you.

MOVES

A good Runner is at home in the urban tangle of the city, seeing opportunities where others see barriers. However, a *great* Runner can string together their movements to overcome all of their obstacles in record time.

There are many moves at a Runner's disposal. Master them all to escape KrugerSec personnel or make your deliveries with ease.

BASIC MOVES

Movement Move ◉ in any direction. Move ◉ slightly to walk, or move ◉ completely forward to start running. You accelerate to maximum speed if you can hold on a straight course without letting obstacles stop or impede you.

Jump Press LB to jump in the direction you are moving. While hanging from a ladder, pipe, or ledge, you jump in the direction you are looking.

Crouch Hold LT while stationary to duck down. Crouch to take cover from enemies or to crawl through small spaces, like air vents.

Grab/Climb You automatically grab any ledge in range while jumping or freefalling. To climb up, move ◉ or press LB. Move ◉ to shimmy. Move ◉ or pull and hold LT to dismount.

ADVANCED MOVES

NOTE: Some moves need to be unlocked or purchased with Upgrade Points before they can be performed.

Vaults	Time your jumps to overcome obstacles without losing momentum. Clearing medium-sized obstacles perfectly increases momentum.
Springboard	Hold LB while moving toward an obstacle to get a vertical boost to your jump, at the cost to your momentum.
Coil	Press and hold LT while in the air or jumping to raise your legs for higher clearance.
Wallclimb	Press LB to jump directly at a wall, climb straight up it, and grab or climb over its ledge.
Wallrun	To wallrun, approach a wall at an angle and press LB just before making contact. Momentum and direction determines the distance of the run. Jump out of a wallrun to go even farther.
Slide	Pull LT while moving to slide. With high momentum, the longer you hold LT, the farther you slide. Sliding is a useful way to get through narrow openings, shake pursuers, or steal a few more seconds in a race.
Swing	Horizontal bars and pipes let you swing over obstacles and gaps. Get close to grab ahold, move ⊕ to shimmy or increase your swing, and press LB to release. While stationary, press LB to climb on top of the bar or pipe.
Soft landing	Avoid taking damage from falls by holding LT while falling.
Skill Roll	Pull and hold LT right before hitting the ground to land in a roll. This maintains much of your momentum after landing from high drops.
Quickturn	Press RB to instantly face the opposite direction.
90 Degree Turn	**Quickturn while performing a wallrun to cross open gaps or get around corners. Press RB to spin 90 degrees, then immediately press LB to jump.**
180 Degree Turn	**During a wallrun, press RB to spin around 180 degrees; immediately press LB to jump straight off the wall.**
Breach	Ram open doors by pulling RT.
Balance Walk	Move ⊕ to balance while crossing over gaps via a narrow pipe or rope.

COMBAT



As you take on runs as a burglar, courier, and corporate spy, you'll inevitably encounter the KrugerSec authorities. When outnumbered, a smart Runner uses their speed and agility to evade their opponents and avoid a fight altogether. Unfortunately, retreat is not always an option. If you have to attack, your best bet is to hit fast, hit hard, and hit smart.

Every enemy has a health bar over their heads; take them out by depleting their health bar completely. Runners may only have their hands and feet at their disposal but if used right, they're all the weapons you need.

Light attacks Press X to attack quickly, which maintains or increases your Focus Shield. Though a fast way to take down stumbled foes, your opponents can easily deflect these attacks if they aren't staggered.

Heavy attacks Press Y while stationary or running to kick. Move ◀/▶ while kicking to throw left and right kicks that'll knock your enemies to the side, or move ▲ to kick them backwards. Kicks are most effective when used to knock foes into walls, over ledges, or into each other, so aim wisely. These attacks inflict heavy damage at a cost to your Focus Shield.

Traversal attacks Combine your free running moves (wallrun, jump, slide, etc.) with light and heavy attacks to add extra power to your assault while on the move. Traversal attacks cannot be countered.

Enemies will pick up on your attack patterns if you stick with the same moves, so vary your attacks to keep them on their toes.

TAKE A TIP: Sometimes Faith will finish off her foes in a third-person point of view, unbreakable takedown. If this happens, it means there are no more opponents left and the area is now safe.

WEAPONRY AND ENEMIES

Runners don't carry any extra weight that might slow them down, which in turn leaves them with little protection. Faith will encounter enemies with weaponry like batons, rifles, and kinetic pacifiers, so avoid getting hit at all costs.

When enemies detect your presence, a white reticle appears around your cursor. Notches along the reticle indicate the direction and number of enemies around you. The reticle disappears once you are safely out of sight.

SHIFT

Hold ⊕ in the direction you'd like to Shift, and then pull RT to Shift that way. Use Shift to dodge attacks while positioning yourself to exploit your enemy's weak points.

TAKE A TIP: If you take a hard landing, use Shift to quickly build back your momentum.

FOCUS SHIELD

Similar to momentum, executing movements such as wallruns, slides, and jumps while maintaining top speed builds up Focus Shield. Your Focus Shield bar will appear at the bottom of the screen and increase the more you chain moves together, and it decreases if you stumble, take damage, or stop moving. When you have Focus Shield, enemy attacks and bullets won't hurt you.

STAMINA AND DAMAGE

When injured from gunfire or big drops, you lose momentum and Focus Shield. Once your Focus Shield is depleted completely, additional damage will lower your stamina. Each notch on your stamina bar represents a fraction of your total stamina. You regenerate stamina when the combat encounter is over.

CRITICAL STATE

Before you're taken out completely, you get one last chance at survival. If you lose your final stamina point, you enter a critical state and regain some Focus Shield. Use this time to get out of enemy range—if you can avoid taking damage for a set period of time, the critical stamina point regenerates.

GADGETS

MAGROPE

The Manifold Attachment Gear (MAG) rope is a device Faith wears on her forearm that can latch on to specific points throughout the city, opening up new areas to explore.

SWING

Swing is the MAGrope's basic form. Use it to shoot an attachable line onto marked hanging cameras to traverse gaps that are too far to jump across.

Hold LB to attach the MAGrope to a camera. Control your velocity and direction by moving L while connected. Upon swing return, you can swing higher in the arc to get an overview of the area or to increase your speed. Jump or crouch to disconnect and detach from the rope.

PULL-UP

Pull-up is an upgrade to the MAGrope that you can use on marked wall cameras to reach remote areas or quickly scale up walls and buildings.

Hold LB to attach the MAGrope to a camera. You'll then be pulled all the way to the top and automatically attached or deposited onto the ledge.

PULL-DOWN

With the Grappling Tip upgrade, the MAGrope can grab certain distant objects, such as ladders or breakable barriers. Faith then pulls the object down and opens up new passageways.

Aim and press A to grab the object with your MAGrope. You can only use the pull-down upgrade on flat ground, and once triggered, you come to a complete stop.

DISRUPTOR

The disruptor is a useful gadget to take down your foes and get out of sight. Its battery is charged kinetically while running or executing moves. When the disruptor is fully charged, hold B to stun multiple KrugerSec personnel within a set radius around you. Upgrades to the disruptor will stun or even destroy turrets, hunter drones, and security cameras.

MAP

The city of Glass is a collection of several districts, each with its own social caste, architectural design, and security level. Press the View button to pull out your Map and navigate your way through the city, or use it to find events and missions. You can also see how many collectible items are left for you to find in each district.



MAP ICONS

Move L to move your cursor and R to swivel the camera, pulling LT and RT to zoom in and out of the map. Hover over an icon to see a brief description, or press A to read more information. Press X to set a waypoint to the icon so your Runner's Vision can guide your path there outside the Map menu. Open the Map legend by pressing R to find and filter through the available event and mission icons. Automatically jump the cursor to your current position and open your player profile by pressing L, or to your current mission by pressing ⟲. To navigate to other sections of the Map menu, press LB or RB.

NOTE: Even if you steer away from the waypoint, your Runner's Vision auto-adjusts to your current location and continues to guide you to the destination, so feel free to wander and explore.

SAFE HOUSES AND FAST TRAVEL

As you progress through the storyline, you will come across Safe Houses in different parts of the city. If KrugerSec personnel are chasing you, entering a Safe House will force them to call off their search. Additionally, Runner Kits spawn in Safe Houses throughout the city, filled with useful rewards for you to collect.

To quickly traverse from one district to another, use Fast Travel to jump to any Safe House once you have hacked the nearby district gridNode. Fast Travel can be used through the Map menu: simply pinpoint the desired Safe House, and then press Y to Fast Travel to that location. Fast Travel is not available if KrugerSec is tracking you or if you're on a mission.

CHARACTER PROGRESSION

EXPERIENCE POINTS (XP)

As you accomplish various tasks, you will earn Experience Points (XP), as shown through the objective results screen. Upgrade Points are rewarded after earning a specific amount of XP.

PROGRESSION TREE



Faith starts off with several abilities and learns more by completing main missions, but you need Upgrade Points to earn extra upgrades. As you earn upgrades, more branches of the progression tree become available. While you gain XP by completing objectives and missions, some upgrades will need to be unlocked first by completing their specified missions.

Access these abilities in the Map menu under Progression. Available upgrades on the progression tree appear in red. Locked upgrades are marked with a lock symbol, but a portion of the upgrade's description and its unlocking requirements are available for you to read beforehand.

MAIN MISSIONS

Main missions take Faith across the city, pushing her to scale the greatest heights and trudge through the darkest depths of Glass as she takes on KrugerSec. Complete main missions to advance through the story, earn XP, unlock and earn upgrades, and open up new districts to explore.

SIDE MISSIONS

As you make allies through the main story, some of them will call on you again for more help. Lend a hand to earn bonus XP; along the way, you may learn more about the characters and the city itself.

RUNNER OBJECTIVES

Looking for some extra XP? Or maybe you'd like to set some speed records for your friends to challenge? Throughout Glass you'll find all kinds of objectives to master and complete.

NOTE: You must be connected to the EA servers for your race results to upload to the Leaderboards, and to race against other players' times and their Echoes.

DEAD-DROP DELIVERIES

Successfully deliver an item from one machine to another before time runs out.

SECURITY HUB

KrugerSec is setting up security hubs around Glass to strengthen their security. Why not shut them down? First take out the guards, then shut down the hub. Now you just need to get away from the authorities...

DASHES

Dashes are timed obstacle courses designed to test a Runner's skill and speed. Follow the red arrows through the course as fast as you can (or take a shortcut) until you reach the finish circle. The best times are posted on the Leaderboards.

DIVISIONS

When you set a time on a Dash, you also place in a global ranking of Mirror's Edge Catalyst players. There are five major divisions from Plastic to Red, and each division is split in five subdivisions. The absolute elite play in the Red I division. You can view your current ranking on your Profile tab. Only the top players in the world will rank in the Red division. Are you one of them?

OPPORTUNITY MISSIONS

Whether you're a loyal Employ or you live off the Grid, Runners are a valuable resource for getting things done away from the watchful eyes of the Conglomerate. Use your Runner abilities to lend a hand to earn extra XP, and maybe learn a bit about the people of the city along the way.

FRAGILE DELIVERY

Deliver a delicate item within a set time limit. The item takes damage and loses a notch of health if you make hard landings or are hit by enemies. The delivery fails if the item is destroyed or you run out of time.

COVERT DELIVERY

Sensitive items need to be delivered on time and out of sight from the authorities. Avoid detection from KrugerSec personnel or camera sensors while making your delivery, but don't let caution sacrifice your speed.

DIVERSION

A fellow Runner or member of a nefarious group needs help staying undetected, and asks you to distract the authorities by leading them on a wild goose chase. Follow your Runner's Vision to each group of KrugerSec personnel to keep the authorities on your tail. Pass through each waypoint until they've completed their task—just be sure you don't get taken down in the process.

INTERVENTION

While exploring Glass, you may stumble upon a fellow Runner getting arrested (or worse) by KrugerSec personnel. Intervene and take down the authorities to save them from a terrible fate.

COLLECTIBLES

Collect items around the city to learn about the people and history of Glass, and earn some extra XP (and other perks) along the way.

RUNNER KITS

Runner Kits will spawn in Safe Houses and Runner hideouts after you complete missions or find collectibles. Inside, you'll find customizable parts to personalize your Runner Tag and Echo.

ELECTRONIC PARTS

Take down the Conglomerate chip by chip. Find and collect security chips and control chips throughout Glass to loosen their foothold on the city. Collect these chips to earn more Runner Kits.

RECORDINGS AND DOCUMENTS

Information is a valuable commodity to a Runner. Surveillance recordings and documents hold all kinds of important insight about the city of Glass and its citizens. Most are scattered along the city rooftops, while others can only be found during missions.

After collecting these items, they can be accessed under Intel within the Map menu.

GRIDLEAKS

GridLeaks are loose data points scattered throughout the city that Noah has asked you to collect. Touch a gridLeak to hack its data, earn bonus XP, and find extra surveillance recordings. Some gridLeaks are easy to collect as you traverse the city, while others will take a little finesse to grab.

SECRET BAGS

Runners like to hide secret bags throughout the city to challenge their fellow Runner's dexterous and perceptive abilities. Some can be found while roaming the city, but others can only be found in mission specific areas.

HACKABLE BILLBOARDS

Billboards are stationed throughout the city to inform the Employs of Conglomerate-approved information—take them over to give voice to your own rebellion instead. When you reach a hackable billboard, press Ⓐ to hack the screen. Instead of the corporate propaganda, your personal Tag takes over the billboard for everyone to see. Make your mark and claim as many billboards as you can. For some billboards, be prepared to use all of your advanced Runner's techniques to reach them!

SOCIAL FEATURES

NOTE: All online social features require a connection to the EA servers.

RUNNER TAG

A Runner Tag is a customizable emblem that will appear on the Beat, Player Profiles, and hacked billboards/screens. Unlock Tag designs by completing main missions and side missions, and collecting Runner Kits and Achievements.

ECHOES

Similar to Runner's Vision, an Echo is an avatar that is displayed onto the city landscape through the Beat. Runners leave behind these Echoes as guides for their fellow Runners, showing their comrades the paths they took in the past.

You can see your friends' Echoes while running through Time Trials, and you leave your own behind as well. New Echoes are unlocked by collecting Runner Kits.

BEAT L.E.

You can place or discover Beat L.E. throughout the city to challenge your friends' dexterous abilities or show off your own. Touch a Beat L.E. to discover who created it, the date of its creation, and see if any of your friends have found it before you.

Create and modify your Beat L.E. through the User Generated Content (UGC) menu. If you maxed out your listed Beat L.E., you must unlist one before you can list a new one. Unlisted Beat L.E. will not appear to your friends or other players.

HACKABLE BILLBOARDS

If you find a billboard your friend has hacked, you can hack over it and replace it with your own Tag—just remember, they can do it back to you. XP is only earned the first time you hack a billboard.

DASHES

When you earn the highest score on a Dash within your friends list, your Tag will appear in the finish circle. Set record times on your Dashes to maintain your place on the top, or to overtake your friends' scores to show them who the better Runner really is.

TIME TRIALS

Time Trials are player-created races that appear on your Map. To run a Time Trial, accept it in the in-game Leaderboard menu and cross the starting line to begin. Checkpoints guide you through the Trial, and you must cross all checkpoints to complete it. Try your friends' challenges or create your own!

Create a Time Trial through the main or UGC menu. Place the Trial's starting point and its checkpoints, then select SAVE when you're finished. Listed Time Trials are automatically shared to your friends and other players, while Unlisted Time Trials are hidden from them. Bookmark your favorite Time Trials to keep them on your map even if the creator unlists it.

WARRANTY

NOTE: Warranty does not apply to digital download products.

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Online Warranty Information:

http://warrantyinfo.ea.com

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