

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

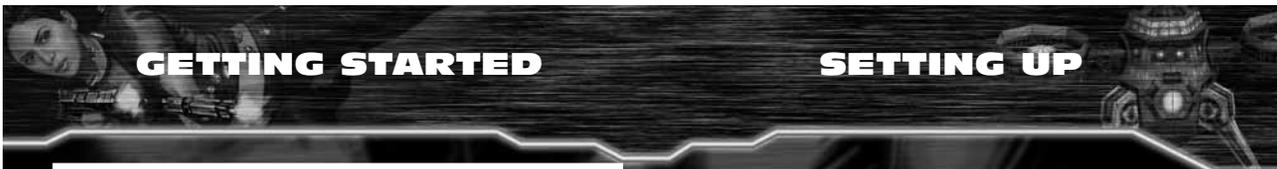
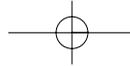


Storing the disc

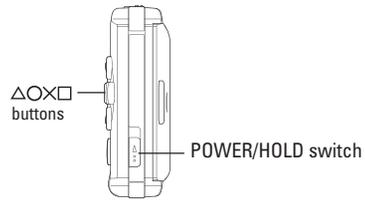
Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

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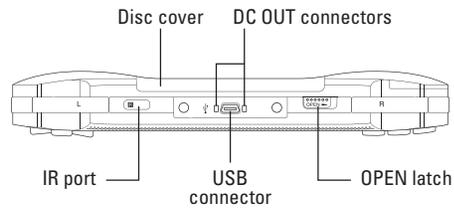
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Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT *Alien Syndrome™* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the \times button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

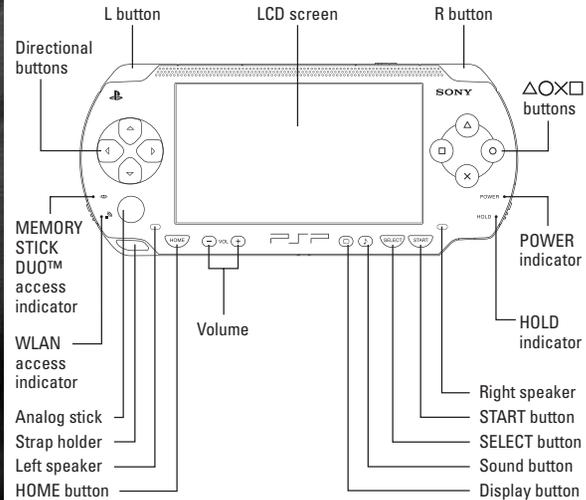
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

SETTING UP

PSP® (PlayStation®Portable) system configuration



At the Title Screen, press the Start button and the Main Menu will appear. From here, you can access the following:

NEW CHARACTER

A character is required for both Single and Multiplayer game types. For more information, please refer to the "Creating a Character" section on page 9.

LOAD CHARACTER

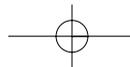
Loads a previously saved character for Single Player or Multiplayer gameplay.

OPTIONS

You can change various game settings and controls on the Options screen. For additional information, please refer to the Options section on page 5.

CREDITS

Selecting this will display the game credits for *Alien Syndrome*.



BASIC GAME CONTROLS

Below is the default controller configuration for *Alien Syndrome*. You can change the controller configuration at any time by accessing Options (page 5).

- Pause Menu:** Press the **START** button
- Inventory Screens:** Press the **SELECT** button. For more information, see pg. 18.
- Moving:** Analog Stick
- Pick Up Items/Action:** **○** button
- Shield:** **L** button toggles shield on or off. The Energy Bar must be at least 50% filled to turn on your shield.
- Health Kits:** To use a Health Kit to restore health, press the **R** button, or press the **→** button.
- Recharge Packs:** To use a Recharge Pack to restore energy, press the **←** button.
- Shooting:** With a ranged weapon equipped and your ranged weapon(s) selected, press **X** to fire your primary weapon. Press the **○** button to fire your secondary weapon.
- Strafing:** When you hold down the **X** or **○** buttons during ranged weapon fire, your shooting direction locks. This allows you to move in a different direction than your firing direction.
- Melee Attacks:** With a melee weapon equipped and your melee weapon selected, press **X** or **○** buttons. The **X** button performs lighter attacks, while the **○** button executes stronger attacks. See the Melee Combat section for detailed explanation on pg. 25.
- Selecting Ranged & Melee Weapons:** The **↓** button toggles between your ranged and melee weapons.
- Equipping Weapons:** Go to the Weapons screen by pressing Select, then highlight the weapon you wish to equip and press **X**.
- Camera Control:** Hold the **△** button down and move the analog stick left or right.
- Mini-Map Zoom:** Press the **↑** button to toggle between zoomed and normal Mini-Map displays.

OPTIONS

This screen allows you to access *Alien Syndrome* Settings and Controls options.

SETTINGS

Allows you to change various game settings. The available options are as follows:



SUBTITLES

Allows you to turn subtitles on and off. With Subtitles enabled, all spoken dialog will be displayed. With this option disabled, the subtitles will not be displayed.

SOUND EFFECTS VOLUME

Allows you to adjust the sound effects volume on dialog as well as environmental, enemy, and weapon sound effects. Setting the volume to its lowest setting turns the sound effects off.

MUSIC VOLUME

Allows you to adjust the music volume. Setting the volume to its lowest setting turns music off.

CAMERA

Auto Zoom – This setting toggles Auto Zoom on and off. When Auto Zoom is enabled, the camera will automatically zoom in and out to afford the best view of the action

Auto Follow – This setting toggles Auto Follow on and off. When this setting is enabled, the mini-map will automatically rotate to follow the player.

CONTROLS

Allows you to change the controller configuration. There are two controller configurations to choose from. Select the desired configuration by pressing the **L** or **R** buttons and then press **X** to confirm.



GAME INTRODUCTION

Thousands of years from now, humankind is driven by an insatiable thirst for knowledge and a strong will to explore the farthest corners of the galaxy.

Earthling explorers armed with the ability to terraform entire planets and make them habitable will prepare these frontiers for human colonization.

At one such remote frontier sits the Seti-Alpha 5 Terraforming Station (SAT5), a facility preparing its assigned planet for human habitation.

It has been some time since the last interstellar communications were received from SAT5 and the top brass at Earth Command are concerned.

The CICEC (Commander in Chief, Earth Command) has decided to send the Starship USS Logos to investigate.

YOU ARE PART OF THIS MISSION.

MAIN CHARACTERS



LIEUTENANT AILEEN HARDING

A 21-year-old Lieutenant in the Earth Command, standing 5' 6" with shoulder length brown hair and green eyes, Lt. Harding has a lean, athletic build and possesses great agility and strength. Orphaned at an early age, Aileen was raised by her uncle, Captain Trevor James. After spending most of her early childhood living on various military bases, Aileen enrolled in the prestigious Earth Command Space Academy at 13. She easily outclassed those several years her senior with her combat proficiency and graduated with top honors at the age of 16. Assigned to the Starship Kardis as her first post, Ensign Aileen Harding served with distinction and rose quickly through the ranks, becoming the youngest Lieutenant in Earth Command history at the age of 19.



TOM TOBIN

Tom Tobin is an atmospheric engineer who has lived aboard terraforming stations most of his adult life. On a recent furlough, Tom met a young woman and the experience changed him forever. On shore leave for six months while the Starship Kardis was overhauled for repairs, the young engineer met and fell in love with Aileen Harding; a six-month whirlwind romance led to a marriage proposal from Tom. They agreed that when Tom returned from the SAT5 Project in three years they would be married. During the following two years of separation, Aileen and Tom were in constant communication and their close bond grew even stronger.

MAIN CHARACTERS



CAPTAIN TREVOR JAMES

The Captain of the Starship Logos is a dependable and honorable career military man. Known to be friendly and considerate, he nevertheless runs a tight and disciplined ship. Captain James loves Aileen as a daughter and has taken great care to raise her into a loving and compassionate human being. Though strict with others under his command, he never has been able to completely impose his will on Aileen.



COMMANDER IRIS HAYES

In charge of the bridge crew as well as the day-to-day affairs of the Logos, Commander Hayes is a highly organized and diligent professional. She has served Captain James and the crew of the Logos well during her tenure and is renowned for always keeping the ship running in tip-top shape.

THE ALIEN SYNDROME

The Alien Syndrome is a menace whose very touch can mutate man and machine alike into unspeakable alien horrors. Some one hundred years ago, a scouting party of the Alien Syndrome encountered Earth Command forces. Only through the brave efforts of two Earth Command Soldiers, Trooper Ricky and Trooper Mary, were the Earth forces able to repel the attack of the Alien Syndrome. These events are chronicled in the original *Alien Syndrome*.

Nobody could predict when the aliens would strike again, but when they did, Earth Command would be ready. They knew that at some disputed barricade on the frontier of freedom, the time would come to join battle. That time is now. The Alien Syndrome has returned.

STARTING A GAME

CREATING A CHARACTER

A character is required for both Single Player and Multiplayer game types. From the Main Menu, selecting New Character will bring you to the Create Character screen. Though the main character's name is Aileen Harding, equipment you acquire and choices you make during gameplay will distinguish your character from all others. When you first create a character, you are asked to choose a custom user name to uniquely identify your character. Enter the name using the PSP system keyboard and press to accept. The user name is also used in Multiplayer games to identify you. For additional detailed information regarding the use of the PSP[®] system keyboard, please refer to your PSP system Manual.



USING THE PSP SYSTEM KEYBOARD

This section will demonstrate how to enter text using the word "PLAY" as an example.

1. Select PQRS7, and then press the button several times until "P" is displayed. Each time you press the button, the character that is entered in the text entry field is switched.
2. Select JKL5, and then press the button several times until "L" is displayed.
3. Select ABC2, and then press the button several times until "A" is displayed.
4. Select WXYZ9, and then press the button several times until "Y" is displayed.
5. Select Enter, and then press the button. Characters you entered will be confirmed. Select Enter again, and press the button to exit the keyboard.

Note: If you select the a/A key while entering characters, you can switch between upper and lower case.

After creating a name, the next step in creating a character is selecting a Soldier Specialty for your character.

STARTING A GAME

SOLDIER SPECIALTY

Your Soldier Specialty represents the military training and skills path you have chosen in the Earth Command Forces. There are five different Soldier Specialties to choose from, each with its own unique strengths. Keep in mind that these specialties define just your initial stats, and all Soldier Specialties allow you to build upon any area you see fit. The five Soldier Specialties are as follows:

DEMOLITIONS EXPERT

A combat engineer expertly skilled in the use of explosives and grenades, these specialists start with 2 points of ranged grenade weapon proficiency, 2 points of armor proficiency, 1 point of ranged projectile weapon proficiency, and 1 point of melee weapon proficiency. The default weapon is the Bomb Launcher Mk I.

The Demolitions Expert starts with the following base stats:

Strength: 10
Dexterity: 5
Accuracy: 10
Endurance: 5



FIREBUG

Experts with all flame and incendiary weapons, these specialists start with 2 points of ranged flame weapon proficiency, 2 points of fire resistance, and 1 point of melee weapon proficiency. The default weapon is the Flamethrower Mk I.

The Firebug starts with the following base stats:

Strength: 5
Dexterity: 5
Accuracy: 10
Endurance: 10



SEAL

A combat survival expert who is more resistant to elemental damage thanks to extensive training and special equipment. These specialists start with 1 point in each of the resistances and 1 point of melee weapon proficiency.

The default weapon is the Laser Rifle Mk I.

The Seal starts with the following base stats:

Strength: 5
Dexterity: 5
Accuracy: 5
Endurance: 15



TANK

An expert in melee weapons and close combat. These specialists start with 3 points in melee weapons, 2 points in armor, 1 point in quick attack, and 1 point in auto-repair. The default weapon is the Ravager Mk I staff.

The Tank has the following default base stats:

Strength: 15
Dexterity: 5
Accuracy: 5
Endurance: 5



SHARPSHOOTER

An expert marksman and a master of projectile weapons. These specialists start with 2 points in ranged projectile weapons, 1 point in deadeye, 1 point in speedy, and 1 point of melee weapon proficiency. The default weapon is the Gauss Rifle Mk I.

The Sharpshooter has the following default base stats:

Strength: 5
Dexterity: 5
Accuracy: 15
Endurance: 5



STARTING A GAME

BASE CHARACTER STATS

Every character has four base stats: Strength, Dexterity, Accuracy, and Endurance. These stats represent your physical abilities and can allow you additional carrying capacity, attack speed, or resistance to elemental damage. You will be assigned a specific number of points in each area based on the Soldier Specialty you have chosen.



STRENGTH

Represents your physical strength and vigor. The strength stat affects two other sub-stats: Weight Allowance and Melee Damage Bonus. These sub stats give the following benefits:

Strength Sub-Stat 1: Weight Allowance

Limits how many items you can carry in your inventory. Each item has a certain weight and you must be sure that the combined weight of your items will not exceed your weight allowance. You will start with a base weight allowance that can be increased to grant you additional carrying capacity.

Strength Sub-Stat 2: Melee Damage Bonus

All melee weapons have default damage ratings. If you want to be a strong melee-oriented Trooper, you must improve your Strength stat as this will increase your melee damage. Some items that you equip will further boost the melee damage bonus.

DEXTERITY

Represents your agility. The Dexterity stat affects two other sub-stats: Movement Speed and Melee Attack Rate. Note that ranged weapon attack rates are not affected by the Dexterity stat. These sub stats give the following benefits:

Dexterity Sub-Stat 1: Movement Speed

By default, you will start with normal movement speed. As you increase the Dexterity stat, you will be able to move faster.

Dexterity Sub-Stat 2: Melee Attack Rate

All melee weapons have a default speed when used in combat, which can vary depending on the size and weight of the weapon. By increasing Dexterity, you can increase your melee attack rate. Melee attack rates may be boosted beyond your Dexterity stat by equipping certain items.

ACCURACY

Represents your ability to evaluate a target and land an accurate and deadly hit, and applies to both melee and ranged weapons. The Accuracy stat affects two other sub-stats: Critical Hit % Chance and Critical Hit Multiplier. Accuracy is a key stat for ranged weapon use, since it allows you to do extra damage with ranged weapons. These sub stats give the following benefits:

Accuracy Sub-Stat 1: Critical Hit % Chance

Every time you launch an attack on an enemy, either melee or ranged, there is a chance that it will be a critical hit. Adding to the Accuracy stat will increase the chance for a critical hit. You can further increase the Critical Hit % Chance by equipping certain items.

Accuracy Sub-Stat 2: Critical Hit Damage Multiplier

When you make a critical hit on a target using either melee or ranged weapons, you have hit the enemy at a key spot, thus doing additional damage. For melee, the Critical Hit Multiplier is always 150%. For ranged attacks, the amount of Critical Hit Damage can be increased by improving the Accuracy stat.

ENDURANCE

Represents your health and physical constitution. Endurance affects two sub-stats: Health and Elemental Resistance. Your health represents the amount of damage that you can sustain before dying, while Elemental Resistance determines your ability to resist electricity, radiation, fire or infection. These sub stats give the following benefits:

Endurance Sub-Stat 1: Health

You will start with a predetermined amount of health, which can be increased by adding to your Endurance stat. When your health reaches zero, you will perish. You can further increase your Health by equipping certain items.

Endurance Sub-Stat 2: Elemental Resistance

While elemental damage is normally a result of enemy attacks, there are environmental hazards that can hurt you as well. You can increase your Elemental Resistance by adding to your Endurance. Elemental resistance may be further increased by equipping certain items or through proficiencies.

STARTING A GAME

OTHER STATS

In addition to the base stats and their sub-stats, several other stats will affect your combat and survival abilities – they are as follows:

DAMAGE REDUCTION

Every piece of armor has a damage reduction value. Damage reduction reduces the amount of the physical damage that you take by absorbing a certain number of points of damage. Damage reduction amounts are cumulative and multiple pieces of armor together further improve damage reduction. Note that damage reduction only applies to physical damage, not elemental damage.

ENERGY

Determines the maximum amount of battery charge you have for using energy weapons and shields. You will start with a base level, which can be augmented with items that grant energy bonuses.

ENERGY RECHARGE RATE

Your battery discharge is automatically recharged over time. The Energy Recharge Rate determines how quickly the batteries recharge. You can increase this rate by equipping certain items.

SHIELD DAMAGE ABSORPTION RATIO

You are equipped with an energy shield that can be activated at any time to block incoming attacks. The shield will then drain energy instead of your health. Normally, every point of damage drains one energy unit. You can increase the damage absorption ratio by equipping certain items.

DAMAGE TYPES AND RESISTANCES

Damage in *Alien Syndrome* is divided into five different types. There is standard physical damage and four elemental variants: fire, electrical, infection, and radiation. Both the player and monsters in the game can both deal and take damage from any of these types. If you have resistance to a particular type of damage, for example fire, you will experience less damage when you encounter a monster that breathes fire. Monsters that attack using a particular type of elemental damage will typically be resistant to that same type of damage.

PROFICIENCIES

While base stats define your core physical characteristics, proficiencies represent your specialized Earth Command military training. Proficiencies determine what items and weapons you can use, in addition to providing other beneficial effects. You will initially start with a small number of proficiencies determined by the Soldier Specialty you have chosen. As your

character advances, you will gain additional proficiency points. Proficiencies may be improved multiple times for additional bonuses, though subsequent improvements will cost more points.

The proficiencies are as follows:

- **Armor:** All players start with this proficiency, which allows them to armor effectively in combat. Additional points allow higher grade armor to be used.
- **Melee Weapon:** All players start with this proficiency, which allows them to use these weapons. Additional points allow higher grade weapons to be used.
- **Ranged Energy Weapon:** Allows you to use ranged energy weapons. Additional points in this proficiency give bonuses to energy weapon damage.
- **Ranged Flame Weapon:** Allows you to use ranged flame weapons. Additional points in this proficiency give bonuses to flame weapon damage.
- **Ranged Grenade Weapon:** Allows you to use ranged grenade weapons. Additional points in this proficiency give bonuses to grenade weapon damage.
- **Ranged Projectile Weapon:** Allows you to use ranged projectile weapons. Additional points in this proficiency give bonuses to projectile weapon damage.
- **Deadeye:** Increases critical hit chance.
- **Speedy:** Increases movement rate.
- **Brawler:** Increases melee damage.
- **Quick Attack:** Increases melee attack rate.
- **Flame Resistance:** Grants additional resistance to flame attacks.
- **Infection Resistance:** Grants additional resistances to infection attacks.
- **Radiation Resistance:** Grants additional resistance to radiation attacks.
- **Electrical Resistance:** Grants additional resistance to electrical attacks.
- **Auto-Repair:** Automatically regains health over time.
- **Auto-recharge:** Improved energy recharge rate.
- **Pack Rat:** Additional weight allowance.
- **Healing Aura:** Heals all players within range. Additional points add to your healing rate and range of aura.
- **Recharge Aura:** Increases recharge rate for all players within range – useful for multiplayer games. Additional points add recharge rate and range of aura.

CHARACTER LEVELS AND EXPERIENCE POINTS

Your character will start the game at Level 1. As you defeat enemies, you will accumulate experience points. When you have gained enough experience points, you can "level up" your character. In doing so, you will be allotted two points to distribute among your base stats. In addition, you will receive one Proficiency Point that can be used to acquire or improve Proficiencies. The maximum Character Level is 99. Keep in mind that the higher the level of your character, the more experience points it will take to reach the next Character Level.

When you gain enough experience for a new character level, the Level Up icon will appear. You can continue to play the game without leveling up, or do so immediately by accessing the Inventory screen. Switch to the Statistics screen to distribute the two points among your base stats and build on an existing proficiency or acquire a new one by accessing the Proficiencies screen. You will not be required to use your points immediately, and you can apply them at any time by accessing the Proficiencies or Statistics tab in the inventory screen.

GAME OPTIONS

SINGLE PLAYER

Once you have created or loaded a character, the next step is to select a game type: either Single or Multiplayer. For more information regarding Multiplayer games, refer to the Multiplayer section of the manual on page 31.

After creating a character and selecting the Single Player game type, start a new game or load a saved game. You can load a previously saved Single Player game with any new or existing character. Select New to start a new game followed by the level of difficulty.

DIFFICULTY

There are three difficulty levels in *Alien Syndrome*:

NORMAL

HARD

EXTREME

Normal is the default difficulty setting for *Alien Syndrome*, and this cannot be changed until you beat the game in this mode. After Normal mode is completed, you will unlock Hard mode and then Extreme mode. Each progression provides a new, challenging experience for the player with increasingly tough enemies and enhanced character abilities.

Once the difficulty has been selected, your new game will start automatically.

SELECT MENU

To get an overview of your character's statistics and items in your inventory, press the SELECT button to bring up the inventory screens.

The inventory screens include the following:

Statistics: This screen displays your statistics, including your current character level and experience points required to reach the next character level.

Proficiencies: This screen displays your proficiencies. Use the directional buttons to scroll through all available proficiencies.

Mission Objectives: This screen lists your current mission objectives. Note that objectives may change during the mission. You will be notified in-game when your current objectives have been updated.

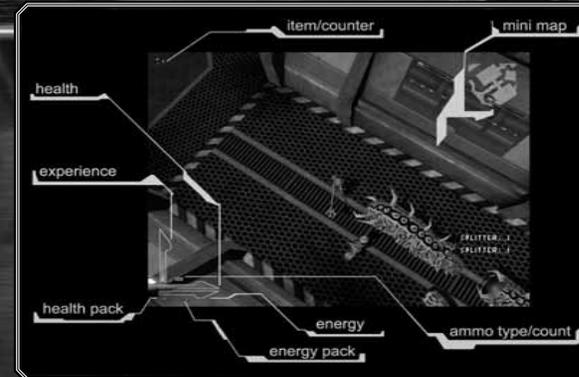
Armor: This screen shows all of the armor you currently have available in your inventory. Pieces you do not possess will be automatically equipped. For example, if you do not have gloves, when you find some, they will automatically be equipped.

Weapons: This screen displays all weapons currently in your inventory. Weapons displaying a green checkmark are currently equipped. Weapons marked with a blue highlight are your currently assigned "Readied" weapons. The statistics for each selected weapon are displayed at the bottom of the screen.

Misc. Items: This screen displays all miscellaneous items that are currently in your inventory. These include Health Kits, Recharge Packs, Ammo, and other various items.

SCARAB Item Crafting: This screen displays the items that are available for manufacture from your SCARAB robotic escort. Each item displays its type, stats and cost in resource points for manufacture by the SCARAB. The type of items available depends on the specific blueprints the scarab possesses. Health and Recharge kits as well as ammunition can be purchased from the SCARAB. Be aware that the SCARAB can only make kits and quantities of ammunition at a certain rate, so it is possible for some items to be temporarily unavailable.

HEADS UP DISPLAY (HUD)



Health: This is the red horizontal bar displayed on the HUD. The bar drains as you take damage - once the health bar is empty, you will perish.

Energy: This is blue bar below your Health bar, and represents your available energy. The energy bar drains as you fire your energy weapon or activate your shield.

Experience Bar: This yellow bar indicates the level of Experience you need to reach the next character level. Once the bar fills completely, you will gain another level.

Ammunition: Ammunition icons are displayed above your Health bar. There are three types of ammunition: Projectile Ammo, Explosive Ammo and Flame Ammo. Energy weapons such as the Laser Rifle do not use ammo; instead, they use energy.

Timer: The timer displays the remaining time to complete your objectives. It is only displayed during timed missions.

Objective Counter: If the mission objectives include rescuing hostages, killing all the aliens on the level, or finding a number of keycards, a small icon representing the item being counted as well as text describing how many remaining must be rescued/killed/found is displayed below the ammo bar.

Nav Computer / Mini-Map: A translucent map displayed in the upper right corner of the screen. You will always be displayed in the center of the mini-map, represented by a red symbol that indicates the direction you are facing. Checkpoints are represented as white crosses on the mini-map, Tutorial elements are purple question marks, Monsters are shown as cyan diamonds, while other points of interest, such as mission objectives, are represented by orange circles. The mini-map zoom can be toggled pressing up on the Directional button.

Similar to Single Player, the mini-map in Multiplayer games will display colored arrows representing the other players - they will only be visible on your mini-map if they are within range. The colors of the arrows are automatically assigned for each player.

Health Kits: Displays the number of Health Kits you currently have in your inventory.

Recharge Packs: Displays the number of recharge packs you currently have in your inventory.

HEADS UP DISPLAY (HUD)

ENVIRONMENTAL HAZARDS

Alien hordes are not the only thing that you will need to worry about. In many areas environmental hazards come into play. Things such as steam jets, falling rocks, flames, earthquakes, live electrical conduits, acid pools, and other hazards present difficult challenges in addition to blasting aliens. Keep this in mind as you execute your mission objectives.

DESTRUCTIBLE OBJECTS

In addition to aliens, various objects in the environment can also be destroyed. Note that some objects, when exploding, can damage nearby aliens – and you. This is not true for all objects; some will explode harmlessly without additional area damage.

As every Earth Command Trooper knows, the main purpose of destroying environmental objects is to search for loot and to destroy any cover for enemies to hide behind.

SCARAB

The small hovering robot that follows you is called the SCARAB. The SCARAB is an Earth Command issued Sentient Combat and Recycling Assembly Bot. Armed with an upgradeable LazTech Industries standard Pulse Laser weapon, these robotic units are designed to give combat and logistical support to Earth Command Troopers.

One SCARAB unit is generally assigned to escort one soldier or fire-team to assess and destroy any physical threats in the immediate area. To provide logistical combat support, the SCARAB is specially designed with the ability to recycle materials and manufacture various items based on its available blueprints. By feeding resource points into the SCARAB, you can “purchase” new items.

You can customize the SCARAB to suit the needs of your particular mission by equipping SCARAB parts. Only two SCARAB parts can be equipped at any one time. These parts have the following characteristics:

- Damage Increase Range – Pulse Laser upgrade, increasing SCARAB weapon power.
- Refire Rate Increase – A rate of fire (ROF) increase for SCARAB main armament.
- Auto-Repair - The SCARAB heals you slowly over time, based on health points per second.
- Auto-Recharge - The SCARAB recharges your battery remotely over time, based on battery charge points per second.

Blueprints are another SCARAB part that improve manufacturing abilities and do not have to be equipped. If you have multiple blueprints for any part, the best one is automatically applied.

Initially, the items that can be purchased from the SCARAB are somewhat limited until its blueprints are upgraded. As the SCARAB is upgraded, better items become available for purchase.

RANGED WEAPONS

The arsenal of ranged weaponry available to Earth Command soldiers is divided into weapon classes. The player must obtain weapon proficiencies in that class in order to use them. More advanced weapons require a greater proficiency level. Each class of weapons is built by a well known arms manufacturer under contract from Earth Command.

ENERGY WEAPONS

LAZTECH INDUSTRIES

LASER RIFLE

The **X-d 99 Impulse Laser** by LazTech Industries is the standard issue Earth Command Forces assault rifle. A classic weapon from the original *Alien Syndrome*, it fires laser beams with long range and low damage. Energy usage is very low, allowing it to be fired for long durations.

SONIC BLAST

The **LazTech S19 Sonic Pulse Rifle** is a ground support rifle. It fires a sonic pulse that does minimal damage, but can knock an enemy back and stun them. It is an area of effect weapon that can affect multiple targets with each blast. Some targets may be immune to the knock back and/or stun effects of this weapon, particularly boss monsters. It is primarily effective when you are facing overwhelming odds and need a chance to break away or whittle down the opposition while they are stunned.

DISPERSION LASER

Special Earth Command Forces use the **X4-d 01 Quad-Trajectory Impulse Laser Rifle** crowd control rifle. It fires an array of lasers in a cone, doing moderate damage at long range. This gives the Dispersion Laser the best coverage in the game. It is most useful when there are aliens surrounding you as it allows you to hit multiple targets at once.

REFLECT LASER

Elite Earth Command Forces are equipped with the **XS-d 89 Supercharged Ionic Deflection Impulse Laser** assault rifle. It fires laser beams with very long range and high damage, but unlike the laser rifle, the reflect laser will reflect off of walls and other obstacles, allowing it to bend around corners, shoot into rooms, and damage aliens without exposing you to their line of fire.



RANGED WEAPONS

PROJECTILE WEAPONS

KRUGER & THOMPSON GAUSS RIFLE

Combat in space and extraterrestrial atmospheres required an alternative to the standard gunpowder based bullets used for centuries on earth. The Kruger & Thompson **12mm Semi-automatic Magnetic Accelerator Rifle** uses electromagnetic acceleration to launch a single bullet at a lethal velocity.

BLASTCANNON

The **10 Gauge Semi-Automatic High Powered Shotgun** packs a powerful punch with short range, but it fires out in a narrow cone so it can hit multiple aliens at once. This is a good weapon to use if there are hordes of enemies nearby and you need to clear them all out at once.



CHAIN GUN

The Kruger & Thompson **22mm Heavy Repeater** is a **Spec Ops** issued heavy suppression weapon. This multi-barreled weapon fires powerful and rapid bursts at long range, making it a deadly weapon that can tear through hordes of aliens with ease. Unfortunately, it also consumes ammo very quickly, so it must be used carefully and accurately to be effective.



NANOBOT SWARM

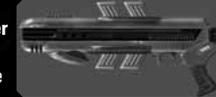
Covert Ops issues Earth Command Forces the Kruger & Thompson **Submicron Nanobot Swarm Launcher**. Like a swarm of angry bees, the nanobots travel from target to target, dealing massive damage to anything they touch. The swarm can be a bit unpredictable, however, as it cannot be aimed at any one particular target; the nanobot swarm will choose its own target to go after. Because of this, the weapon can be hard to use when you have a specific target to eliminate. The swarm lasts for a short duration and it does its damage over time. Because of this, it is not useful for clearing out large amounts of enemies quickly. However, it can be fired and forgotten so it requires less skill and can be used in combination with other weapons.



EXPLOSIVE WEAPONS

BLASTCORP INC. BOMB LAUNCHER

The **BlastCorp Ti-E Isotope Gravity Dispenser** is a Demolitions weapon issued to Earth Command Forces. The bomb launcher fires like an artillery shell that detonates when it lands. Because of its artillery-like nature, it will not hit things that are nearby but it can shoot over obstacles that other weapons cannot. The bomb launcher is very useful for clearing out entrenched enemies that cannot be attacked with conventional weapons.



MINE LAYER

Demolitions issue the **BlastCorp Xv-10 Proximity Detonating Mine Layer** to Earth Command Forces. The mine layer is a useful defensive weapon. It detonates when an enemy steps on it. A limited number of mines can be laid out at any one time, and the mines also have a limited duration after which they self detonate. This weapon can form a useful barrier for offensive or defensive purposes.



MISSILE LAUNCHER

The **BlastCorp DX-1 Homing Missile Launcher** fires a large rocket with limited ability to track its target. Once the homing missile acquires a lock, it will follow the enemy until it detonates. The missile's guidance system is good enough that only the quickest and most agile of aliens will be able to avoid it. Its homing capability requires less skillful aim, making it a good fire and forget weapon.



QUANTUM RIPPER

The most powerful explosive weapon, the **BlastCorp Xw-74 Quantum Ripper**, fires a magnetically enclosed quantum singularity. High powered electrical discharges damage any nearby enemies as the main projectile moves, allowing it to deal large amounts of damage to all enemies along its flight path. Woe to any enemy that actually gets hit by the quantum singularity itself.



RANGED WEAPONS

MELEE COMBAT

FLAME WEAPONS

PYROBLAST TECHNOLOGIES

FLAMETHROWER

Spec Ops issue Earth Command Forces the PyroBlast Tech **PB-1 Flamethrower**. The flamethrower is the base weapon of the flame weapon tree and fires a continuous stream of flame in a cone pattern. Anything caught in the stream will take immediate damage from the active flames and damage over time as it continues to burn. It does moderate damage and is useful for clearing out enemies nearby. Note that its short range makes it unsuitable when aliens are attacking from a distance.



FIREBOLT

The PB-2 **Incendiary Plasma Fireball Gun** fires a small fireball-like projectile that travels great range and does moderate damage to the target. Its larger projectile makes it easier to land a hit than thin projectile weapons like the bullet types or some of the lasers. The firebolt is a good multipurpose weapon useful in any situation.



FRAGMENTATION FIREBALL

The PB-3 **Incendiary Fragmenting Plasma Fireball Gun** is similar to the Firebolt. It fires a large fireball-like projectile that travels great range and does moderate damage. However, when the fireball hits, it splits into three smaller fireballs aimed at nearby targets. This allows the Fragmentation Fireball to damage a large number of enemies at once.



FLAME GEYSER

The last and most powerful of the flame weapons is the PyroBlast Tech **PB-4 Incendiary Geyser**. It detonates at a medium range from the player. Spectacular bursts of flame shoot up from the floor upon detonation engulfing any aliens in the area for massive amounts of damage. Because of the delayed detonation, it is unsuitable for close quarters combat.



All Earth Command Troopers (ECT) are extensively trained in melee combat, being taught various attacks for different situations. The majority of these weapons are available in different grades – in general, the higher the grade, the more advanced the melee weapon. There are rumors that extremely rare unique melee weapons were lost by Earth Command Special Forces in the last Alien Syndrome invasion.

MELEE ATTACKS

Light Attacks: This is a short ranged attack that quickly strikes the target directly in front of you, inflicting half the damage of a hard attack. Because of its speed, use this move as an opening attack and then wield your hard hitting moves.

Hard Attacks: This is a longer ranged, wide arcing attack that is designed to deal with multiple targets. Hard attacks are slower than light attacks but they deal twice the damage and cause stun and knock back hit reactions.

Melee Combo Attacks: With a melee weapon equipped, you can perform a melee combo attack by pressing combinations of **X** and **O**. Combine the best aspects of Light and Hard attacks to destroy enemies. Use a Light attack to quickly hit an enemy before they hit you, and then follow up with Hard attacks to deal massive damage. Use a Hard attack when surrounded by enemies to deal damage, stun and knock them back, then combo into Light attacks to change your direction and attack high priority targets to ensure their demise.

Combo variations are unlocked by placing points into the Melee Aptitude Proficiency. Each point spent in Melee Aptitude Proficiency allows a higher grade weapons to be used. Additionally, adding points into Melee Aptitude Proficiency also unlocks additional melee combo variations.

Example Starting Combo: **X**, **O**, **X** – Right Hook Attack, Backhand Cross Slash, Jumping Spinning Heel Kick Combo

Example Unlock able Combo: **X**, **X**, **O**, **O** – Right Hook Attack, Left Hook Attack, Staff Shove Attack, 360 Backslash Combo

RAVAGER

The standard issue ECT melee weapon. Though damage is low, it makes up for it with light weight that allows the wielder to make rapid attacks. There are multiple other types of melee weapons that can be picked up throughout the levels, or manufactured using the SCARAB. Keep an eye out for them.





ARMOR

Armor is equipped by the player to provide protection from attacks. Armor pieces soak damage, absorbing a certain amount of physical attacks before you do. For example, the lowest grade of Hermes chest armor absorbs one point of damage, so if an enemy does two points of damage, you will only take one point of damage to your health.

Each Armor set is made up of five pieces: Helmet, Chest Plate, Gloves, Leggings and Boots. Basic Armor pieces have 10 quality grades ranging from Mk I to Mk X, with the higher grades offering increased protection. Some of the standard armor sets available are described below.

ARMOR TYPE 1: HERMES

Description

This is the lightest ECT armor. Made of thin polycarbonate molding and advanced Kevlar-type fabric, this armor is designed for maximum movement in exchange for minimal protection from attacks. Normally, this is for urban riot suppression or infiltration missions where large bulky armor would be inappropriate. The armor pieces are designed to cover only vital organs, leaving joints and appendages vulnerable.

Hermes Quality Grades

There are ten quality grades of Hermes armor: Mk I through Mk X. The lower grade Hermes armor is little better than the standard Police-issued Kevlar-type body armor. At the highest grade, Hermes armor is comprised of exotic nano-fiber moldings that automatically form to the wearer.

ARMOR TYPE 2: TRITON

Description

A step up from the Hermes, this heavy infantry armor is the bread-and-butter of the ECT arsenal and is used in most combat situations by the troops on the front line. Like the Hermes, Triton armor pieces are strapped on over a uniform and provide little joint coverage. However, Triton armor provides better protection for the appendages and features heavier plating overall. The Triton is a cost effective armor that provides moderate coverage while maintaining a high degree of maneuverability.

Triton Quality Grades

There are ten quality grades of Triton armor: Mk I through Mk X. Each grade of Triton armor provides heavier and heavier plating while still respecting the coverage zones outlined.

ARMOR TYPE 3: MAGNI

Description

A light, full body power armor that provides a significant step up in protection from the Triton. Featuring an Integrated Hydraulic Suspension System, IHSS, and Integrated Hydraulic Grip System, IHGS, it retains a fair amount of mobility despite the heavier plating and integrated power supply. Magni armor is too valuable to be wasted on grunts, so typically only Special Forces use it.

Magni Quality Grades

There are ten grades of Magni armor: Mk I through Mk X. At the lowest grade, it resembles the Triton with armored joints. At the highest grade, the plating is thicker and the powered joints are bulkier.

ARMOR TYPE 4: TYRANT

Description

The most fearsome armor type that an ECT can wear is the Tyrant. Like the Magni, Tyrant armors are full body suits that cover the wearer from head to toe. However, this armor is much bulkier with extremely thick energy dispersing ceramic alloy plating. To compensate for the extra bulk, Tyrant armor features the Artificial Muscular Locomotion System, AMLS, which uses synthetic muscle fibers in place of hydraulics or motors. This heavy suit is completely mechanized and is controlled by the operator using Neural Guidance System, NGS. Very few people are trained in the use of the Tyrant, as it is reserved only in the most extreme combat situations.

Tyrant Quality Grades

There are ten quality grades of Tyrant armor: Mk I through Mk X. The lowest grade is very similar to Magni armor except for the AMLS replacing the IHSS. At the highest grade, Tyrant armor is more mechanized robotic suit than body armor.

ARMOR

UNIQUE ARMOR SETS

Unlike the regular armor sets, unique sets do not have grades; instead, each has a specific set of attributes. Unique armor pieces are usually very powerful, often possessing special attributes that normal armor pieces do not. Examples of some of the unique armor sets found in the game are listed below:

PROTEUS

Description

Proteus armor is composed of a thick polymer of suspended nanopolycarbonate and nano-alloy particles. Because these hard nano-particles are suspended in this thick liquid, under non-stress conditions, this material is highly flexible, light, and much easier to maneuver in than conventional light armor. Once a projectile strikes the armor, however, the material immediately becomes rigid, preventing the projectile from penetrating the armor and the soldier.

THE STORM FIST

Description

A unique light power armor set, the pieces are designed with elemental resistance features. The purpose of the set is primarily to confer elemental advantages to the wearer.

SPECIAL ITEMS/DEVICES

Devices are items that you collect in your inventories that grant random bonuses without having to be equipped. There are five grades of devices. Devices are the only way that shields can be upgraded, but due to the dynamic properties of these devices, shields may not always be enhanced. Devices can potentially grant bonuses to other areas, but vary in the specific bonuses that are given. The later grade devices are heavier, but give bigger randomized bonuses to your character.

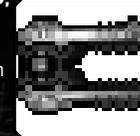
NEURAL ADAPTERS: PYRAMID SHAPED, GRADES I, II

Capable of adapting neural process efficiency, thus increasing the neural adaptation factors, this process is only available through the proper employment of neural adapter technology.



REVERSE POLARITY DEFLECTORS: CUBE SHAPED, GRADES III, IV

Provide deflection capabilities by reversing polarity. This complex process of polarity reversal and related deflection can only be achieved by the Reverse Polarity Deflector.



CORTAL ADJUNCTS: CYLINDER SHAPED, GRADES V, VI

Provide an external addition to the outer layer of the cortical functions. Only Cortal Adjuncts can provide this unique enhancement.



TRISILENIUM OBFUSCATOR: SPHERE SHAPED, GRADES VII, VIII

Features advanced technology allowing for the obfuscation process of trisilenium elements. Without this, trisilenium elements cannot be effectively obfuscated.



LUX CAPACITOR: DODECAHEDRON SHAPED, GRADES IX, X

Designed to store Lux energy in specialized elements, these elements, generally consisting of two metallic plates separated and insulated from each other by a dielectric, are sometimes referred to as condensers. Only the Lux Capacitor can provide this advanced capability.



SPECIAL ITEMS/DEVICES

STANDARD ITEMS

In addition to Special Items, there are multiple standard items to be found in each level that can be added to your inventory. These include the three types of ammunition, Health Kits, Resource Points, Ranged Weapons, Melee Weapons and Armor. Alien creatures will drop some items when they are killed, while some may appear when crates and other objects are destroyed. Some crates and objects may contain aliens, so keep this in mind as you smash objects in search of loot.

Some of the common items appearing in *Alien Syndrome* are as follows:



Projectile Ammunition



Explosive Ammunition



Flame Ammunition



Health Kits – Can be used by the player to instantly restore a set amount of health. Higher grade health kits restore greater amounts of health.



Recharge Packs – Can be used by the player to instantly restore a set amount of energy. Higher grade recharge packs restore greater amounts of energy.



Resource Points – The player can collect resource points throughout the game. Resource points can be spent to craft items with the SCARAB. The player can also use the SCARAB to scrap unwanted items in exchange for resource points.



Weapons



Armor



Key Cards – Key Cards are necessary to open certain doors and access various areas throughout the game.

CHECKPOINTS AND SAVED GAMES

Checkpoints are located at predetermined points in each level, and are displayed on the mini-map for ease of reference. You will need to walk over a checkpoint in order to activate it. Once activated, a checkpoint will animate to signify that the save has occurred. To save to the Memory Stick, press Start and then select “Save Mission” while standing on the checkpoint. When you perish in the game and load from the checkpoint, you will be instantly teleported back through time to the last checkpoint that was activated. Any aliens killed or puzzles solved after activating the checkpoint must be redone. Any items or experience acquired after the checkpoint will be lost.

If you wish to save and reload a Multiplayer game in progress, you must complete the entire level before saving.

MULTIPLAYER

Alien Syndrome Multiplayer supports two to four players, and features robust Ad Hoc co-op play. This allows you and other players to experience the entire campaign together. You can start a new Multiplayer game, or load a previously existing Single Player Level.



From the Main Menu, before hosting or joining a Multiplayer game, you must choose a character. If you do not have a character, you will need to create one in order to Host and/or Join. For more information regarding Creating a Character, please refer to the Creating a Character section on page 9.

Once you have created a new character or loaded an existing one, the next step is selecting to “Host” or “Join” a Multiplayer game.

MULTIPLAYER

HOST

Selecting "Host" will bring you to the Host Screen, where you must enter a Multiplayer game name. You also have the option to include a password. From here you can load a previously saved Multiplayer game, or load an existing Single Player Level. Remember, *Alien Syndrome* Multiplayer does not allow loading the game from a mid-level checkpoint.

DIFFICULTY

When hosting a new Multiplayer game, you must select a difficulty level. Keep in mind that the level can be changed each time you start a new Multiplayer game.

There are three difficulty levels in *Alien Syndrome*. They are as follows:

NORMAL

HARD

EXTREME

As with Single Player, Normal is the default difficulty setting for *Alien Syndrome*, and cannot be changed until the game is beaten on this setting. Hard difficulty level is unlocked and selectable only after you have beaten the game on the Normal difficulty. Similarly, Extreme difficulty is only unlocked and selectable after the game has been beaten on the Hard difficulty level. Each progression provides a new, challenging experience for the player with increasingly tough enemies and enhanced character abilities.

Once difficulty has been selected, press PLAY to start.

JOIN - LOBBY

In order to join a Multiplayer game, you must create a Character. After selecting "Multiplayer" and "Join", you will be brought to the Lobby screen, where you can select a game session to join. If the game is in progress, you must wait for one of the players to reach a checkpoint, or for all players to perish before you can join.

Respawn: When each player dies, they must wait for another player to reach a checkpoint before they can respawn. If all players are killed, the game can be loaded from the last checkpoint.

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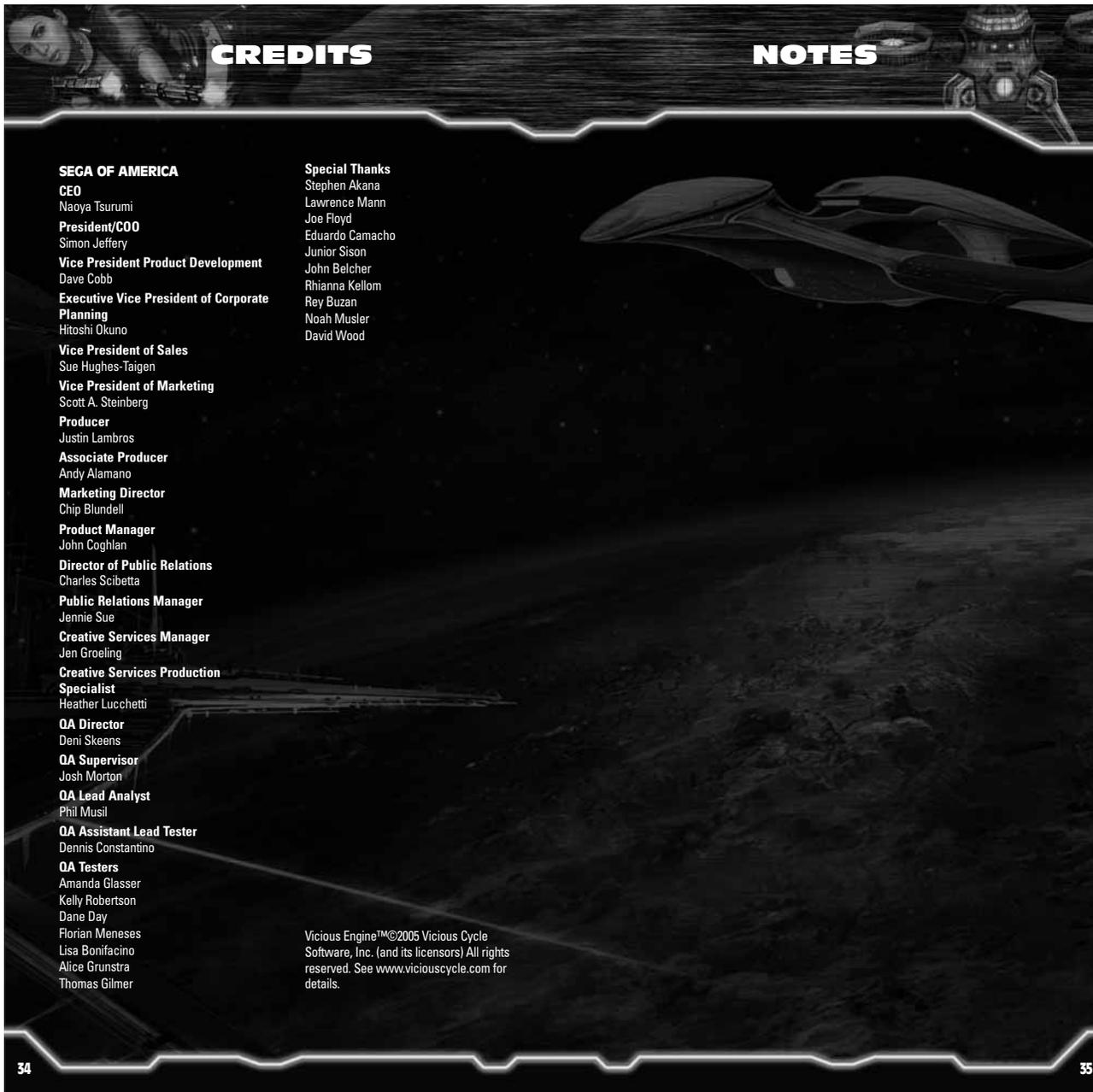
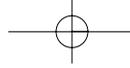
Mario & Maryrose Ribau, Mario & Elvira

Pimenta

Maggie, Blake, Katie, and the Roo

To my wife Lisa and our son Alexander

The Acero and Delgado-Mendez families



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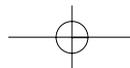
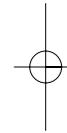
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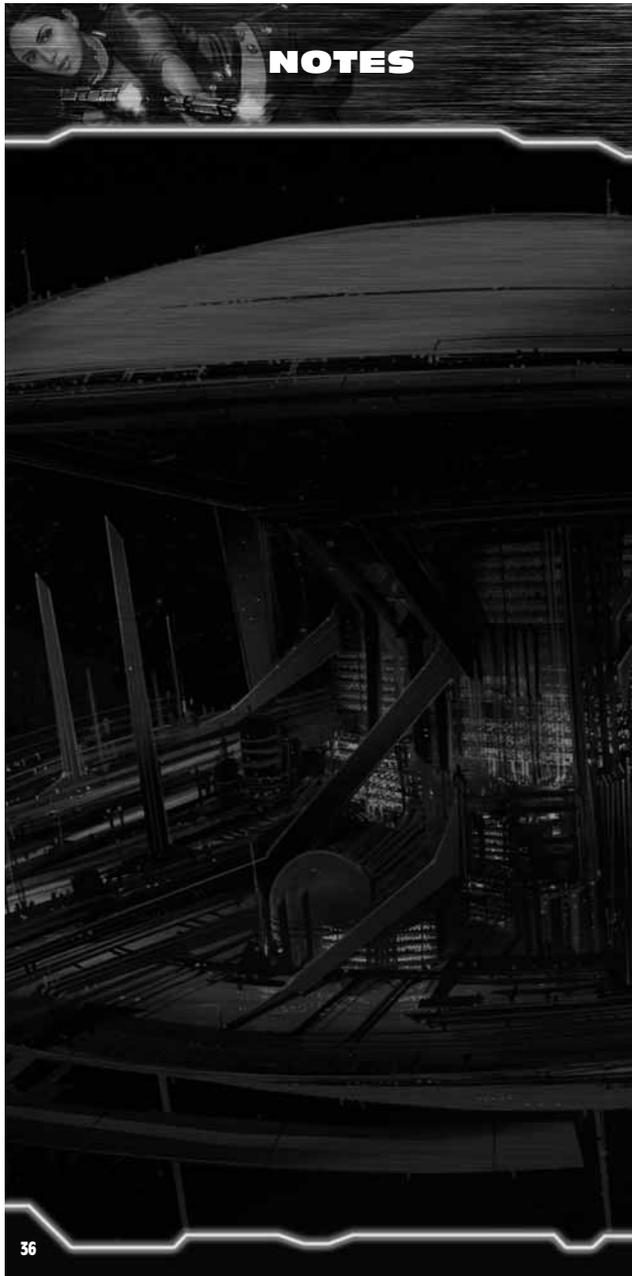
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- E-mail: support@sega.com
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