



AEON FLUX



MAJESCO
ENTERTAINMENT

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:


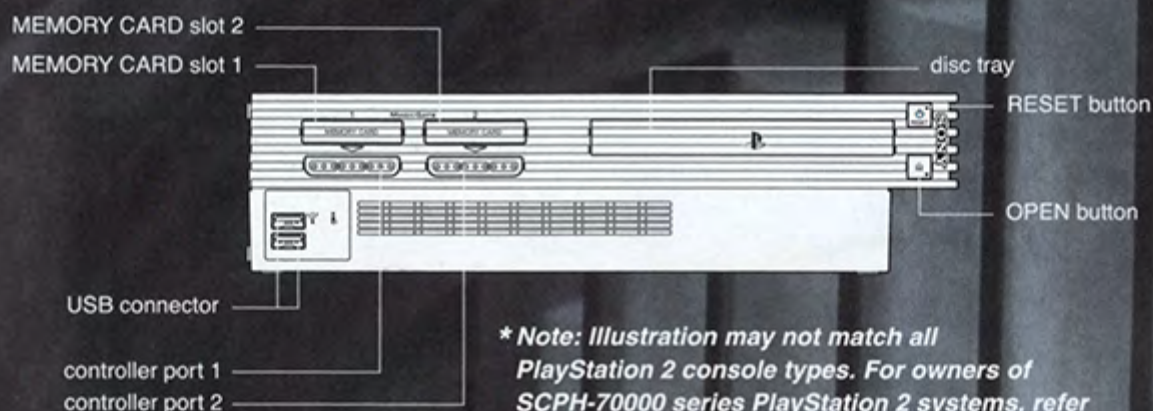
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
 - Do not bend it, crush it or submerge it in liquids.
 - Do not leave it in direct sunlight or near a radiator or other source of heat.
 - Be sure to take an occasional rest break during extended play.
 - Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.
- 

TABLE OF CONTENTS

2	GETTING STARTED
3	CONTROLS
5	MAIN MENU
5	HEADS UP DISPLAY
6	OPTIONS
7	SAVING YOUR GAME
8	ERAS OF AEON FLUX
14	COMBAT
16	GADGETS
18	CHARACTER PROFILES
22	CREDITS
25	LIMITED WARRANTY

GETTING STARTED



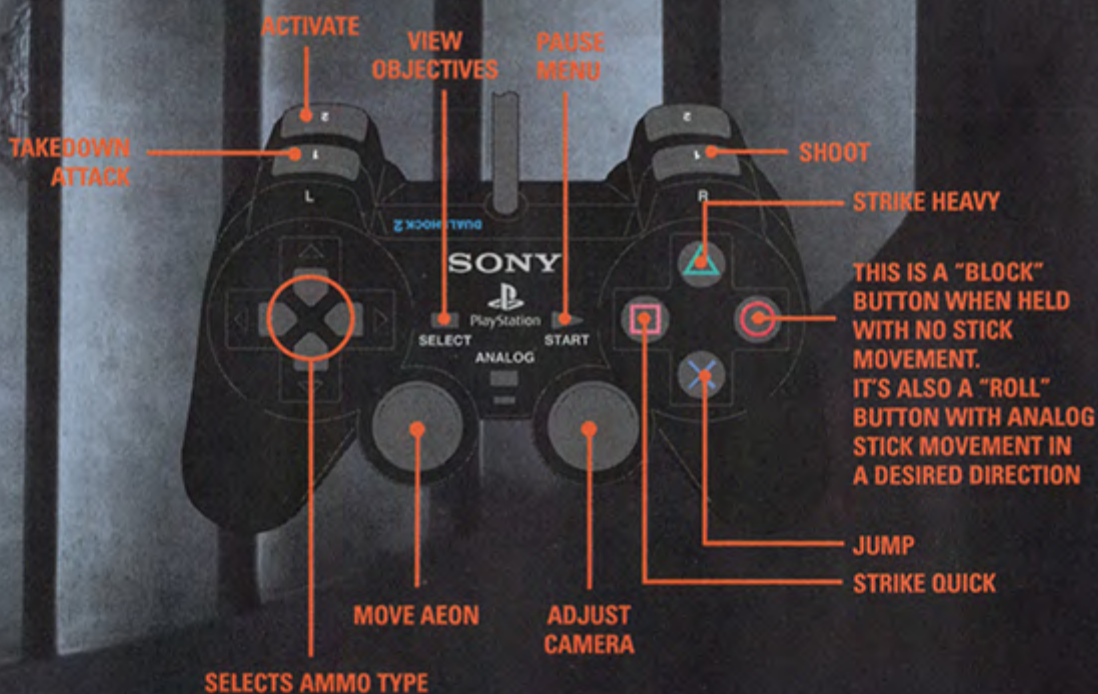
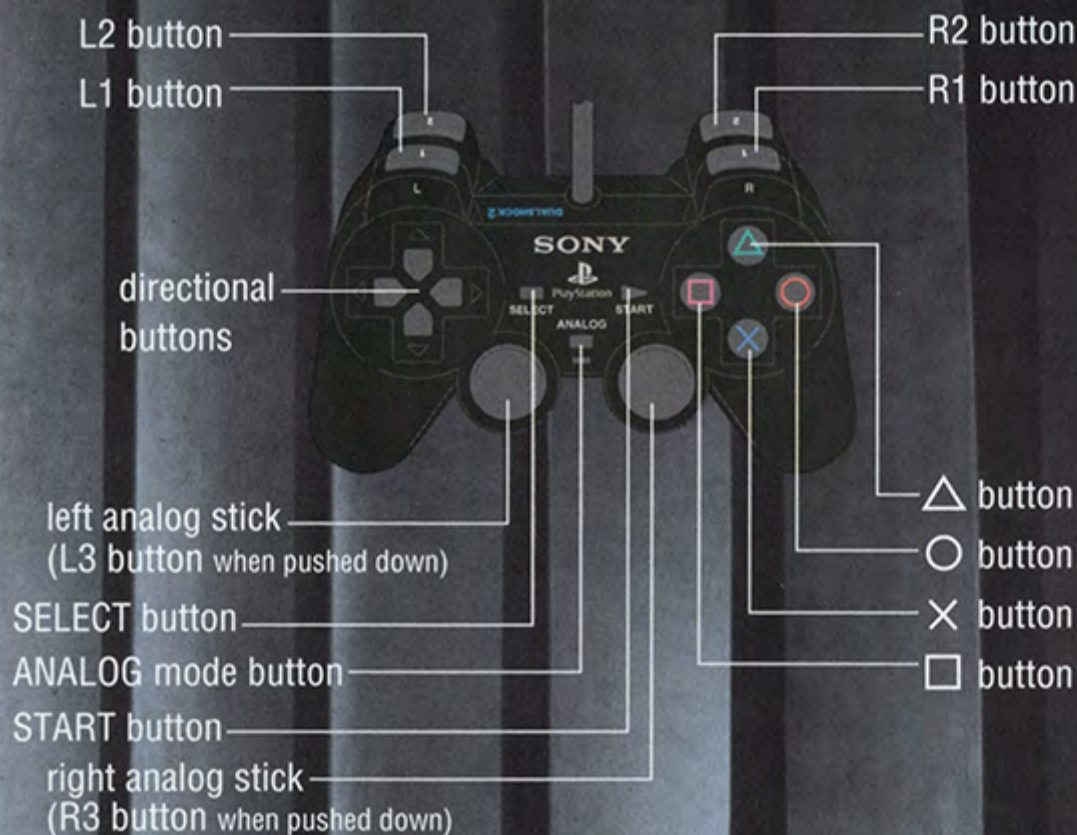
** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located at the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the AEON FLUX game disc on the disc tray with the label facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation®2) containing previously saved games. Aeon Flux requires 75KB of free space to save your progress in the game.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



THE FUTURE IS IN FLUX

AEON FLUX IS SET 400 YEARS IN THE FUTURE, WHEN INDUSTRIAL DISEASE HAS WIPED THE MAJORITY OF THE EARTH'S POPULATION EXCEPT FOR ONE WALLED, PROTECTED CITY-STATE, BREGNA, RULED BY A CONGRESS OF SCIENTISTS.

THE STORY CENTERS ON "AEON FLUX" (CHARLIZE THERON), A TOP OPERATIVE IN THE UNDERGROUND 'MONICAN' REBELLION. AEON FAITHFULLY SERVES THE MONICANS IN THEIR EFFORTS TO OVERTHROW THE BREEN, HOWEVER DEADLY RIVALS OPPOSE HER AT EVERY TURN, AND POWERFUL TEMPTATIONS TEST HER LOYALTIES.

AS BEAUTIFUL AS SHE IS LETHAL, AEON FLUX IS AN AGENT WHOSE ABILITIES TRANSCEND EVERYDAY BELIEF. AS AEON FLUX, PLAYERS MUST EMPLOY THESE DEADLY SKILLS TO ULTIMATELY DISRUPT THE SOUL-CRUSHING TYRANNY PERVADING BREGNA.




MAIN MENU


Choose from the following at the Main Menu:

New Game: Select one of four player profiles to initiate a new game.

Choose Episode: Play an unlocked episode from the beginning, or from the most recent saved checkpoint within it.

Load Game: Continue a previously saved game.

OPTIONS MENU: Select  to access the Options Menu.

EXTRAS MENU: Select  to access the Extras Menu.

CREDITS: From the Extras Menu select Credits to see the names of the people behind this game.

HEADS UP DISPLAY

HEALTH:
THE GREEN GAUGE SHOWS
AEON'S REMAINING HEALTH
IN RELATION TO HER
MAXIMUM POSSIBLE HEALTH.
AEON WILL DIE WHEN
ALL OF HER HEALTH IS LOST.
AMMO TYPE & COUNTER:
REPRESENTS THE CURRENT
AMMO BEING USED AND
HOW MUCH YOU HAVE LEFT.



STYLE METER:
THE BLUE GAUGE TRACKS
HOW STYLE AEON IS
EARNING BY FIGHTING
OPPONENTS.
AEON MUST HAVE ENOUGH
STYLE TO PERFORM A
CHARGED ATTACK.

OPTIONS MENU

CONTROLS

Vibration: On/Off.

CAMERA

Vertical Control: Normal or Reversed.

Horizontal Control: Normal or Reversed.

Vertical Autocenter: Determines if the camera adjusts to a vertical center point when you start to move.

Vertical Speed: How fast vertical movement accelerates.

Horizontal Speed: How fast horizontal movement accelerates.

AUDIO

Effects Volume: Set volume of sound effects.

Ambience Volume: Set volume level of ambient sounds.

Dialogue Volume: Set volume level of character voices.

Restore Default Audio: Returns all volume levels to their default value.

DISPLAY

Brightness: Adjust brightness level.

Subtitles: On/Off. Subtitles switch On when dialogue is muted.

Wide screen: Set the display to support 16:9 format.

Show kickable object hints: Turns the highlight on kickable objects on or off.

PLAYER PROFILE

Up to 4 different profiles may be created for the game, each with its own saved progress and settings.

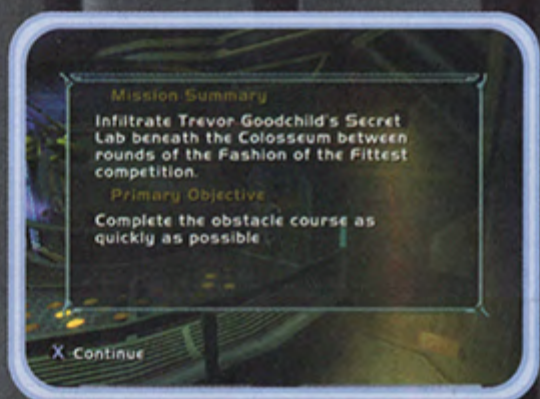
SAVING YOUR GAME

You can save your game at the end of every level. Aeon Flux uses a checkpoint system to restart in specific locations if you die within the level.

NOTE: THESE CHECKPOINTS DO NOT GET SAVED.

OBJECTIVES

Check the status of your objectives at any time by pressing Select button during play.



ERAS OF AEON FLUX

TIMELINE

INDUSTRIAL DISEASE (2011-2415)

I. (2030 - 2105) MONICAN SECESSION

Long series of wars that splits Bregna and Monica into individual cities. Aeon Flux the game begins.

II. (2106 - 2280) CIVIL WAR

Between Bregna and Monica occurs.

III. (2280 - 2338) BREGONICAN WAR

Culminates with the destruction of Monica City and the release of ViRust, which destroys all metal in Bregna. (Game ends.)

IV. (2340 - 2415) RECONSTRUCTION

Bregna is rebuilt with all natural & renewable materials. Monica is absorbed into Breen Society. (Movie timeframe.)

2011

Humanity is subservient to biochemistry and technology. A genetically altered food source mutates into a deadly virus, called "The Industrial Disease", which ultimately wipes out 98% of the world's population. Only 5 million people remain on Earth.

2105

World renowned scientist Trevor Goodchild develops a vaccine that saves the remnants of humanity.

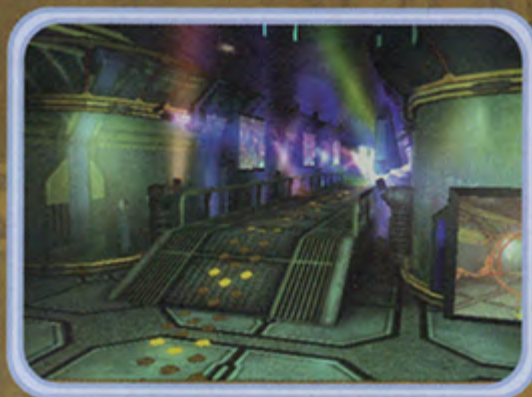
AEON FLUX THE GAME BEGINS.

2020

Those remaining on Earth build a single community and call it Bregna.

EPISODES

EPISODE 1: MODEL BEHAVIOR: (C 2032).



The devastation of Earth and building of Bregna, Trevor originates the "Fashion of the Fittest" competition as a violent, Romanesque spectacle to enthrall and distract the population from the grim state of humanity. Aeon and Una, Monican Secessionists, infiltrate the contest as combat models to gain access to secret labs.

EPISODE 2: DOMINATION: (C 2082).



During the Secession Wars, Aeon and her Monican friend Sithandra break into the walled city of Bregna to counteract subliminal anti-Monican propaganda perpetrated by the Goodchild brothers.

2079 - WILDERNESS OVERRUNS THE WORLD OUTSIDE OF BREGNA.
A WALL IS BUILT, SEALING BREGNA FROM THE WILD OUTSIDE.

EPISODE 3: REVELATION (C 21 20).



Aeon breaks into one of Trevor's many secret facilities with orders to steal plans for a new form of public transportation Breen scientists are developing. To her surprise, she finds that Trevor has built a complex around a crashed spacecraft.

EPISODE 4: FAME (C 21 83).



Aeon is shot and killed at her home, then brought back to life. Experiencing a flashback of her numerous other deaths, Aeon realizes the futility of her struggle against oppression, and quits. But stepping away from her responsibilities is much harder than she expects.

EPIISODES

EPIISODE 5: SEEDS (C 2234).



Both sides are suffering from famine. Aeon ventures into Trevor's Ministry of Fertility to fertilize seed engineered by a defected Breen botanist. She discovers that Trevor is working on a new type of plant species, and as a result of Oren's sabotage, accidentally releases the potent plant into Bregna.

EPIISODE 6: MRS. GOODCHILD (C 2260).



Aeon has somehow been regenerated as a Breen, and is married to Chairman Trevor Goodchild. As a Monican Siege attacks the Citadel, Aeon must defend herself, her husband, and her beloved Breen way of life from invaders.

EPISODE 7: WAR (C 2280 - 2338).



The Handler assigns Aeon to assassinate Chairman Trevor Goodchild. She is successful, but is killed by an unidentified party. When the next Aeon is revived, the dictatorial Emperor Goodchild somehow reins over Bregna declaring total warfare upon Monica.

2350 - IN BREGNA, UNPARALLELED RESEARCH IS ACHIEVED. POLLUTION IS NOW NON-EXISTENT.

2394 - THE CITY IS ABLE TO RECYCLE 100% OF ITS NATURAL RESOURCES...BREGNA IS BEAUTIFUL, SOME CALL IT THE "HEIGHT OF HUMAN CIVILIZATION." CAN ANYTHING EVER BE PERFECT?

2400 - UNEXPLAINED DISAPPEARANCES OF CITIZENS BECOME AN EPIDEMIC. NO ONE ASKS QUESTIONS.

2410 - THE GOVERNMENT CLAIMS THE PROBLEM IS UNDER CONTROL. OTHERS KNOW BETTER...

2415 - THE FINAL GENERATION OF THE HUMAN RACE FIGHTS TO BREAK THE DOOM CYCLE.

AEON FLUX THE MOVIE BEGINS.

COMBAT

LIGHT AND HEAVY STRIKES

Pressing the light attack button repeatedly will result in a level combo attack. Pressing the heavy attack button repeatedly will result in a 3 level combo attack. Switch between light and heavy strikes to find unique combos best suited for combat. You can also mix light and heavy attacks with the jump and roll buttons to initiate alternate attacks.



ACROBATIC ATTACKS

Aeon can perform a variety of acrobatic maneuvers and strike from all of them. Acrobatic strikes will cause greater damage than normal attacks.

TAKEDOWNS

Aeon must strike enemies several times to make them more susceptible to Takedowns. Only an enemy whose health is in the "red zone" will be vulnerable to this style of attack. To perform a Takedown on an enemy with low health (red zone) press and hold the **L1** button plus any face button, while facing the enemy. Aeon will then quickly dash toward the weakened foe and perform the takedown. Takedowns can lead to health and style bonuses enabling Aeon to throw enemies into objects or perform a spider bomb attack. The more challenging an enemy, the more cumulative blows are required to achieve total vulnerability.

STYLE METER & CHARGED ATTACKS

While style is earned from fighting enemies, more style is earned by killing enemies. Players can spend style by charging up the last move in the combo string. This is performed by holding down the attack button at the end of combo attacks. In addition, you can perform charged attacks from many acrobatic elements found in the game. Charged up moves have a blue glow streak that follows the attack animation. The blue HUD meter tracks the earning and spending of style.

NOTE: YOU CANNOT CHARGE UP A MOVE UNLESS YOU HAVE A MINIMUM AMOUNT OF STYLE BUILT UP.



FUG (FLUX UNIVERSAL GUN)

The FUG can be equipped with 4 munitions types: Flechette, Magma, Shockwaves and Zingers. The FUG also holds Aeon's famous hook. The gun instantly teleports between Aeon's hands and holster, as needed, thanks to Phase Loader discs mounted on her palms and holster. Aeon can only fire one munition type at a time but she can fire her FUG from most any action state. Extra ammo is scattered around levels and in secret areas, but be careful not to exhaust all your ammo since its in limited supply.

MUNITION: FLECHETTES

These are the weakest ammo type, but fires at the fastest rate. Flechettes are useful for weakening the enemy to make them vulnerable for takedowns. This ammo can be blocked by shield carrying enemies.

MUNITION: MAGMA ROUNDS

Magma Rounds fire more slowly than Flechettes, although they do much more damage. Magma Rounds are ideal for breaking shields.



MUNITION: SHOCKWAVE SHELLS

Emits a pressurized blast in a forward cone. This is a slow firing munition type that can be interrupted by enemy attacks. Primarily used to knock back multiple enemies at once, this ammo can be blocked by shield and staff wielding enemies. Flying control drones are not effected much by shockwave.



MUNITION: ZINGERS

The most powerful munition in the game, fires slowly but hits every enemy in the room. This can knock down almost all enemies plus disables energy shields for a few seconds.

GADGETS

HOOK



Aeon fires a hook from her FUG to ascend up and descend down from predetermined locations. The button icon will flash on screen when facing in the right direction. Freefall down from an anchor to snatch an object, then quickly zip back up to escape with it. This requires a special button press at key times to be successful and will flash in the lower left hand corner of the screen when the timing is right. Pressing the button too early or too late will result in Aeon doing a pratt fall or taking damage. Special sounds will be heard when the button press was timed correctly. Pressing **A** performs a special hook attack if enemies are standing directly below her while she is descending.

COMM CAPSULE (NON INTERACTIVE)

A digestible capsule that allows Aeon to hear hints and objectives from allies.

INTEL CAPSULE

A digestible capsule that implants memories directly into Aeon's brain through chemical composition. Capsules reveal intelligence data, discovered by another agent or enemy. There are two forms of Intel capsules, some contain visions which will playback as movie sequences while others are strictly audio playback. Multiple capsules are hidden within each level. Use the Pause Menu to initiate playback of discovered capsules.

MONOCULAR

During gameplay, a green arrow located around the border of the screen will show the general direction the player needs to proceed in to reach the next objective. The actual objective maybe located in another room so try to navigate in the general direction its pointing. When the actual object is within viewable range, the marker will change from an arrow to a crosshair. Objectives can be orb sockets, computer terminals, people or other objects in the environment that needs to be manipulated or destroyed to proceed.

ORBS (SMALL, SPHERICAL OVERRIDE RECON BOT)

Some orb sockets are in plain site and allow Aeon direct access to them while others require you to navigate through a small puzzle area to reach the orb socket. ORB puzzles start on special orb plates located throughout the game. When near an orb plate Aeon will place an ORB on the ground which is controllable. You must reach an orb socket before the timer runs out or the orb will be destroyed. Use the analog stick to steer the orb and **X** to jump. Avoid obstacles and collect batteries to extend the length of time you have to reach an orb socket. Orb sockets, including the I/O socket, can activate doors, disable alarms, reveal hook points or take control of gun turrets. There are an unlimited amount of Orbs in the game.



SPIDER BOMB

A special icon will appear when and where Spider Bombs can be planted at specific locations throughout the game. They can also be used as a special attack to take out groups of enemies.

TURRET

Turrets have hit points and can be destroyed while Aeon is using them. Damage is represented by a health meter and a cracking glass effect that will appear on screen. Turrets can be heard beyond their firing range, so be sure to watch for them. Some turrets can slide laterally along a rail to dodge incoming fire and shoot at targets from new perspectives. Push **←→** to slide such a turret while you control it. Some turrets are mounted on moving subjects. You can experience a "rail shooter" sequence while controlling one of these.

ROLLERS

Rollers are sealed circular containers that are transferred through an elaborate underground system in Bregna. They are used to transfer materials in and out of Trevor Goodchild's laboratories to destinations throughout the city. Aeon Flux can utilize these rollers as a means to navigate undetected through Bregna. While inside a roller Aeon can pass through an otherwise impassible force field, deadly laser traps, and bowl over enemies. Aeon enters Rollers from atop a docking pad. Press **L2** while facing or standing within an open container to move/duck Aeon inside of it, causing the container to close around her. Aeon can re-use a container after she exits it. From inside a Roller:

↑ to accelerate forwards, up to a maximum speed.

←→ to turn and accelerate to the left/right.

↓ to gradually decelerate the container.

Press **⊗** while inside a container to instantly boost its speed for a short stretch. The container's Boost Meter must be full for this to occur.

Roll over **Kinetic Boosters** to gain unlimited boost capability for short durations. Roll over **Armor Plates** to restore the roller's health.

DOCKING PAD

A docking pad is a mechanical loading station that closes a roller when Aeon gets inside of it, and will open Aeon's roller when set on top of it. This automated parking procedure initiates when Aeon's roller is close and moving slowly enough. Aeon must roll away, and then return to park atop a docking pad to exit the roller. Rollers quickly regain all health while atop a docking pad.

CHARACTER PROFILES

AEON FLUX

Spy, assassin, seductress and more. Aeon is an enigma who shares a twisted love/hate relationship with her nemesis, Trevor Goodchild – the dictator of Bregna. Whether or not Aeon herself is a double-agent remains a mystery since her motives are nearly impossible to decipher. She was originally named “Katherine”, and was married to the original Trevor, but died from the Industrial Disease that swept over the planet. She is the most lethal agent working on either side of the Monican-Breen conflict.

CHARACTER PROFILES

TREVOR GOODCHILD

To some, he seems a ruthless dictator who lords over the populace of Bregna. Others know him as a besieged Chairman whose strict control measures are a necessary sacrifice for survival. Regardless of his motives, the undeniable fact remains that true freedom is not possible while Trevor remains in power. The original Trevor developed the vaccine that saved the remnants of humanity from the Industrial Disease. Each generation of Aeon can't avoid some form of relationship with each generation of Trevor. His younger brother, Oren, is secretly jealous of Trevor's success.

FREYA

Trevor's right-hand woman. She is extremely loyal and a fierce combatant.



CHARACTER PROFILES

THE HANDLER

The mysterious leader of the Monican resistance. Some believe that she was the original Monica, and persists now as a preternatural being. At times, she seems a more vengeful leader than Trevor. The Handler communicates with Aeon and her other agents through a chemically induced, waking trance.

THE KEEPER

The ancient operator of the Relical computers and cloning facility. His loyalties are completely neutral.

BREEN

Hordes of Breen enemies will confront Aeon throughout the game. Many Breen wear uniforms or are masked, their seeming innocence masks a deadly secret.

OREN GOODCHILD

Younger brother to Trevor Goodchild. He is the natural successor to Trevor's administration and, unfortunately for Trevor, covets the position quite highly. Sometimes an ally to Aeon, at other times a rival; but always in it for himself.



CHARACTER PROFILES

SITHANDRA

An extremely capable Monican agent; second only to Aeon herself. Her intense friendship with Aeon can lead to moving moments of self-sacrifice, or jealous betrayals. Sithandra's feet were surgically replaced with hands, endowing her with incredible agility. She can move faster and jump farther than Aeon, and rival her at any acrobatic move.



UNA FLUX

Aeon's younger sister – a cheerful and naive student whom Aeon occasionally enlists for her missions. Unfortunately, Una lacks the killer instincts of her older sister and usually stumbles into trouble. Una has one green and one blue eye.



CREDITS

MAJESCO

**EVP, CREATIVE
DIRECTOR**

Joseph Sutton

**VP PRODUCT
DEVELOPMENT**

Dan Kitchen

PRODUCER

Howard Perlman

ART DIRECTOR

Frank Lam

**PRODUCT
DEVELOPMENT
MANAGER**

Catherine Biebelberg

VP MARKETING

Ken Gold

PRODUCT MANAGER

Deborah Montella

**ASSOCIATE
PRODUCT MANAGER**

Zach Smith

**MARKETING
COORDINATOR**

Matt Ciccone

**PR ACCOUNT
DIRECTOR**

Laura Heeb

**DIRECTOR OF
CREATIVE SERVICES**

Leslie Mills DeMarco

**CREATIVE SERVICES
ART DIRECTOR**

Vic Merritt

QA MANAGER

Joe McHale

**SENIOR PROJECT
LEAD ANALYST**

Robert Cooper

SENIOR LEAD ANALYST

Eric Jezercak

LEAD TESTERS

Andrew Bado

Kevin Kurdes

TESTERS

Tito Jimenez

Gina Giacobbe

Manny Hernandez

Miguel A. Nieves

Martin Sanelli

Nick Garaffa

Phillip Johnson

Pete Rosky

Rich Wogan

SPECIAL THANKS

Morris Sutton

Jesse Sutton

Adam Sutton

MTV GAMES

EXECUTIVE PRODUCER

Tony Calandra

ASSOCIATE PRODUCER

Suzy Karger

MARKETING

Michael Dubb

Michelle Dorn

Angela Jackson

**BUSINESS AND LEGAL
AFFAIRS**

George Cheeks

Beth Matthews

Jeannie Kedas

EXECUTIVE ASSISTANT

Keri Jioia

**MTV GAMES WOULD
LIKE TO THANK**

Judy McGrath

Marc Nesbitt

Christina Norman

Heidi Packer

John Shea

Lisa Silfen

Van Toffler

Joseph Varet

Jeff Yapp

PARAMOUNT PICTURES

Amy Powell

Bryan Warman

Gregg Brilliant

LeeAnne Staples

Mark Mulcahey

SPECIAL THANKS

Charlize Theron

Beth Kono

Ashlee Irish

JJ Harris

Tangible Media

Petrol Advertising

Xtreme Desktop

CREDITS

TERMINAL REALITY

PRODUCER

Raymond Holmes

PROJECT MANAGER

Jeff Mills

LEAD PROGRAMMER

Ken Rogoway

PRODUCT MANAGER

Paul Eckstein

PROGRAMMERS

Brian Baird
Russell Mirabelli
Nathan Peugh
Oren Weizman

ART TEAM

Sam Arguez
Lee Davis
Kevin Dobler
Glenn Gamble
Angel Gonzalez
Brett Lemke
Ryan Monday
Jesse Sosa
Travis Tharrett
Cliff Young

LEVEL DESIGN

Jake Keating
Steve Mallory
Ryan Monday
Jeff Mills
Philip Nelson
Hunter Woodlee

AUDIO DIRECTOR / COMPOSER

Kyle Richards

SOUND EFFECTS

Matt Emery

SCREENPLAY

Drew Haworth

ADDITIONAL MUSIC

Mathew Piersall

PRESIDENT AND ENGINE PROGRAMMER

Mark Randel

PRINCIPAL PROGRAMMER

Fletcher Dunn

CREATIVE DIRECTOR

Drew Haworth

TEST LEADS

Al Goss
Josh Cook

TEST TEAM

Jason Alexander
Taylor Mannon
John Minco
Lynne Pryor
Greg Rimko
Kyle Bo Rogers
DJ Rowden
Steve Yu

CORE ENGINE PROGRAMMING

Andrew Aye
Micheal Bales
Allen Bogue
Ryan Darcey

Parashar
Krishnamachari
Hitesh Shah

ADDITIONAL PROGRAMMING

Jennifer Lear
Jean Simonet

ADDITIONAL DESIGN

Joel Burgess
Vasken Sayre

ADDITIONAL ART

Scott Wetterschneider
Francisco Buyo
Bryan Cavett
Cory Edwards
Frank Lam
Nathan Purkeypile

OPENING / CLOSING CINEMATICS: BLUR STUDIOS

DIRECTOR

Kevin Margo

PRODUCERS

Debbie Yu &
Sherry Wallace

INTEL CAPSULE MOVIES: ANIMATION FARM

DIRECTOR

Greg Omelchuck

CREDITS

VOICE CAST

AEON FLUX:

Charlize Theron

TREVOR GOODCHILD:

Troy Baker

OREN GOODCHILD:

Chuck Huber

THE HANDLER:

Laura Steele

SITHANDRA:

Emily Gray

UNA:

Laura Bailey

FREYA:

Renee Michele

The Keeper:

R. Bruce Elliot

ERSKINE:

Chuck Huber

CLAUDIUS:

Mathew Thompkins

SYBIL:

Colleen Clinkenbeard

KELLER, SVENGALI:

Troy Baker

DIETZ:

Christopher Sabat

OFFICERS:

R. Bruce Elliot

ANNOUNCERS:

Emily Gray

Chuck Huber

R. Bruce Elliot

Christopher Sabat

SOLDIERS:

Larry Brantley

Troy Baker

Frank Ford

Chuck Huber

R. Bruce Elliot

Jerry Jewell

Christopher Sabat

Mathew Thompkins

HOSTESSES:

Laura Bailey

Colleen Clinkenbeard

SPECIAL THANKS TO PETER CHUNG

SPECIAL THANKS

JJ Harris

Tiffany Kyees

Beth Kono

MTV

Paramount

And ALL the Aeon Flux movie cast and crew that helped so generously.

TRI SPECIAL THANKS

Tracy Gamble

Parma Pasta

Kelsey Rogoway



1-900-285-TIPS

1-900-285-8477

(\$1.99 per minute.) Must be 18 years or older, or have a parent's permission to call. Touch tone phones only.

Published and distributed by Majesco Entertainment Company © 2005 Majesco Entertainment Company. All Rights Reserved. Developed by Terminal Reality, Inc.

© 2005 Paramount Pictures, a division of Viacom International Inc. All Rights Reserved. "AEON FLUX" and all related titles and logos are trademarks of MTV Networks, a division of Viacom International Inc. MOTION PICTURE ARTWORK & PHOTOS COPYRIGHT (C) 2005 BY PARAMOUNT PICTURES. ALL RIGHTS RESERVED. The ratings icon is a trademark of the Entertainment Software Association.

WARRANTY

MAJESCO ENTERTAINMENT COMPANY LIMITED WARRANTY

Majesco Entertainment Company warrants to the original purchaser that this product is free from defects in materials and workmanship for a period of 90 days from the date of purchase. Majesco Entertainment Company is not liable for any losses or damages of any kind resulting from the use of this product. If the product is found to be defective within the 90-day warranty period, Majesco Entertainment Company agrees to repair or replace the product at its option free of charge. This warranty shall not be applicable and shall be void if the defect in the product is a result of abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS

This warranty is in place of all other warranties and no other representations or claims of any nature shall be binding on or obligate Majesco Entertainment Company. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Majesco Entertainment Company be liable for any special, incidental or consequential damages resulting from possession, use or malfunction of this Majesco Entertainment Company software product. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing, and your name, address and phone number to: Majesco Entertainment Company, 160 Raritan Center Parkway, Edison, NJ 08837. 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. Majesco Entertainment Company is not responsible for products not in its possession.

MAJESCO ENTERTAINMENT COMPANY CUSTOMER WARRANTY NOTICE

Majesco Entertainment Company reserves the right to make improvements in the product described in this manual at any time and without notice. This manual and the software described in this manual are copyrighted. All Rights Reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of Majesco Entertainment Company.

TECHNICAL SUPPORT

If you need technical assistance with this product, call us toll-free at (800) 826-0015 Monday through Friday between 9:00 A.M. and 5:00 P.M. Eastern Standard Time. No hints or codes are available from this line. For hints and codes call us at (900) 285-TIPS between 9:00 A.M. and 5:00 P.M. Eastern Standard Time. Be advised that there is a \$1.99 per minute charge.

HOW TO REACH US ONLINE

For technical and game support visit us at <http://www.majescogames.com> and click on the "Support" link.

"Buy or Die rating." "9 out of 10"
- Playstation Magazine

A PSYCHIC ADVENTURE FROM THE MIND OF TIM SCHAFER

PSYCHONAUTS

WWW.PSYCHONAUTS.COM

TEEN

T

Cartoon Violence
Crude Humor
Language

ESRB CONTENT RATING www.esrb.org



PlayStation 2



Developed by Double Fine Productions, Inc. ©2005 Double Fine Productions, Inc. All rights reserved. Published and distributed by Majesco Entertainment Company. ©2005 Majesco Entertainment Company. All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Entertainment Software Association.

MAJESCO
ENTERTAINMENT