



ECHO NIGHT™

# BEYOND



**agetec**®

# WARNINGS

## **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.

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## **ECHO NIGHT BEYOND**

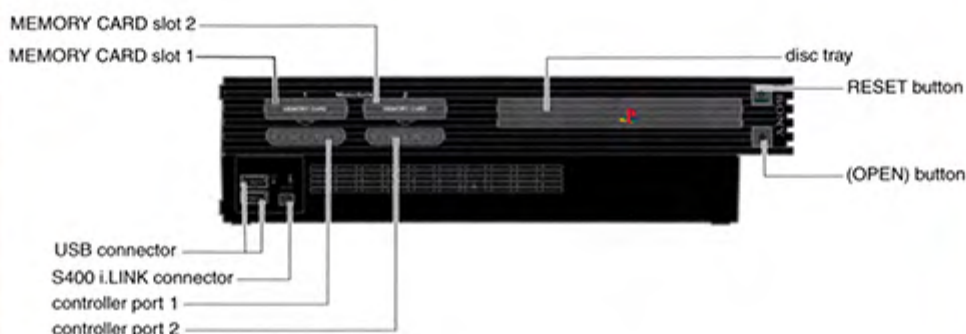
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Thank you for purchasing **ECHO NIGHT™: BEYOND**, software designed for use with the PlayStation®2 computer entertainment system. Please read this manual carefully before playing the game, especially those sections that cover operating instructions and safety precautions.

\*DVD-ROMs are easily damaged by dust and scratches. Please handle discs with care.

# GETTING STARTED

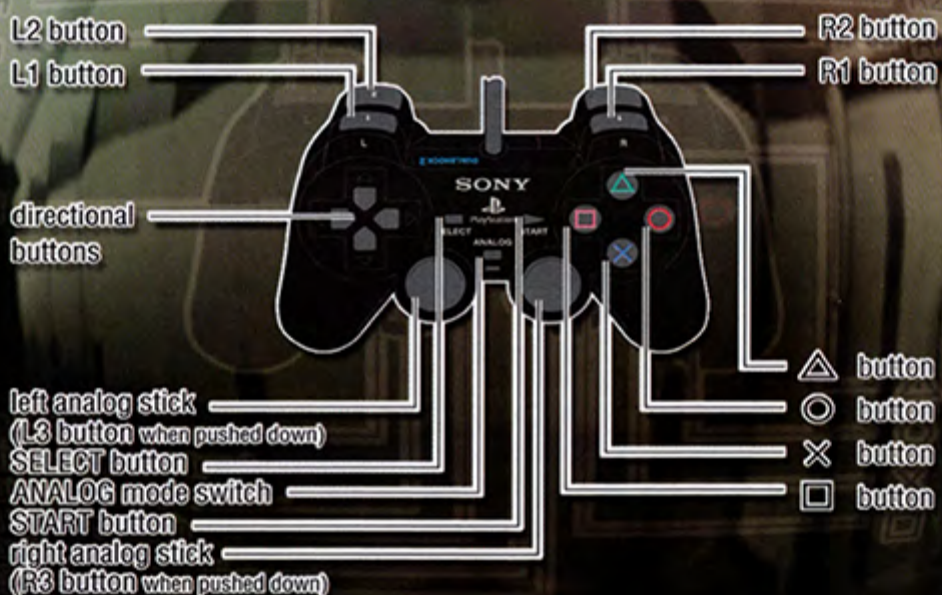
## PlayStation®2 Console



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on 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 ECHO NIGHT: BEYOND disc on the disc tray with the label side facing up. Press the (OPEN) button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

# OPERATING INSTRUCTIONS

## DUALSHOCK®2 Analog Controller



# PROLOGUE



ECHO NIGHT  
**BEYOND**

**"Love is eternal, but it does not heal all wounds."**

The year is 2044.

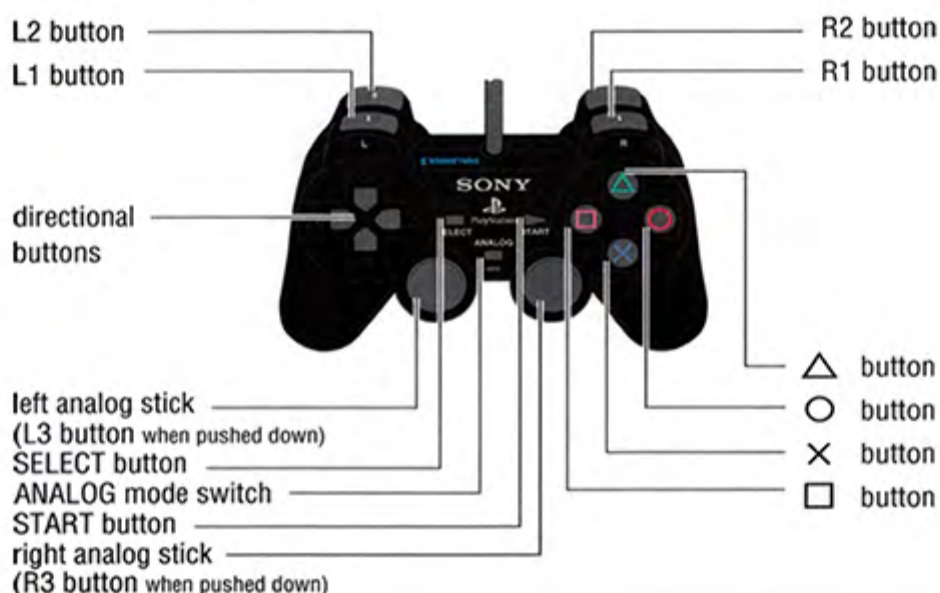
Richard Osmond and his fiancée Claudia Selfer had been carefully planning this day for what felt like, to them, a lifetime. It was a beautiful night for a launch; everything seemed perfect. After years of waiting, their dream was finally becoming a reality. With a smooth take off, Richard and Claudia were launched into space with a single mission objective — to be married on the moon. But the reality of the dream was something that no one could have planned for.

After a few hours of flight, the shuttle started its approach to the Lunar Station. It was circling the moon's orbit, preparing for its final descent, when disaster struck. The shuttle began taking heavy damage from an unknown source, and Richard lost consciousness as the shuttle plummeted down on a crash course with the moon station.

After an unknown period of time, Richard woke up to find himself right outside the Lunar Station with no sign of his fiancée. As the sudden isolated darkness gripped him, Richard felt an emotion he had not felt since childhood — fear!

# CONTROLS

## Default Control Setup



**SELECT button:** .....In-game menu

**L2 button:**.....Look up

**L1 button:**.....Slide left

**directional buttons:** ...Same as left analog stick

**left analog stick:**.....↑ Walk forward

↓ Walk backward

← Turn left

→ Turn right

**START button:**.....Pause game

**R2 button:** .....Look down

**R1 button:**.....Slide right

**X button:** .....Talk/Event/Confirm selections

**○ button:** .....Run/Cancel selections

**△ button:** .....Operate searchlight (off/low/high)

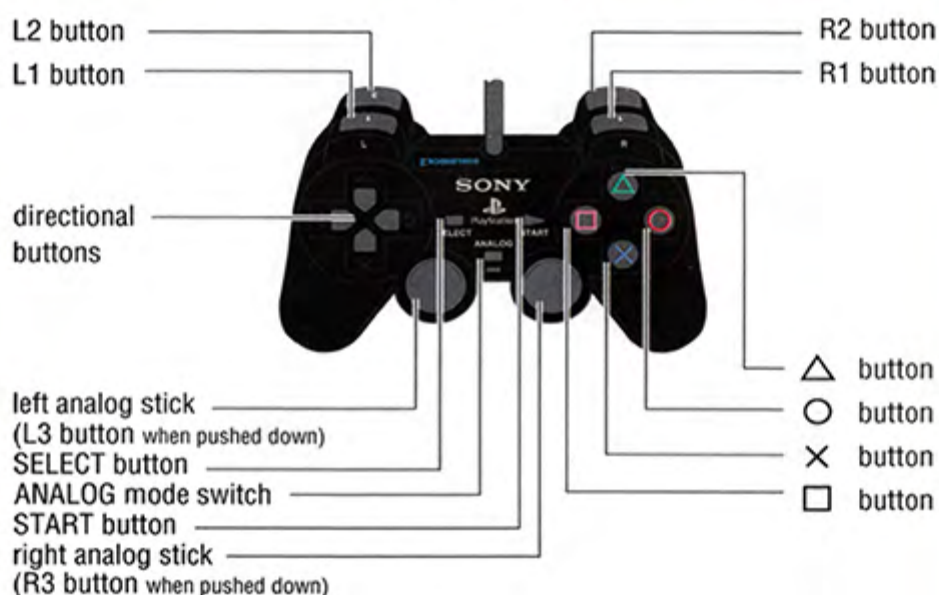
**■ button:** .....Item shortcut bar

\*Simultaneously press the L2 and R2 buttons during normal gameplay to reset the character's viewpoint to the default perspective (looking straight ahead).

\*The default controller setup outlined above can be changed by accessing: System\_Options\_Controller setting.

# CONTROLS

## Monitoring System Camera Operation



**directional buttons:** ...Same as left analog stick

**left analog stick:** ..... ↑ Tilt camera up

↓ Tilt camera down

← Pan left

→ Pan right

**R2 button:** .....Scroll down through camera list

**R1 button:** .....Scroll up through camera list

**○ button:** .....Return to previous screen

**△ button:** .....Zoom in

**□ button:** .....Zoom out

\*This game supports the DUALSHOCK®2 analog controller's vibration function. The vibration function can be toggled ON/OFF via the OPTIONS settings in the SYSTEM menu. The ANALOG mode button/LED indicator is always lit when the system is ON.



# STARTING THE GAME



Press the START button at the Title screen to display the following menu selections:

**NEW GAME**

Begin a new game.

**LOAD GAME**

Load a saved game.

**OPTIONS**

Adjust the game's sound, screen, and controller settings.

# OPTIONS



The OPTIONS menu can be accessed via the Title screen or the in-game menu.

## Sound Setting

Switch between stereo, mono, and Dolby® Pro Logic® II sound settings. Adjust the game's background music, sound effects, and voice volume levels.

\*For Dolby® Pro Logic® II Decoding:

This game is presented in Dolby Pro Logic II. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. To activate this feature you need to select Dolby® Pro Logic® II from the Sound Setting game screen.

## Screen Setting

Turn character movement effects ON/OFF, set screen aspect ratio, adjust screen brightness level.

## Controller Setting

Turn the controller's vibration function ON/OFF, select controller setup.

## Quit

To quit a game in progress and return to the Title screen, access the in-game menu and select the QUIT option. Confirming this selection without first saving your game will cause all progress to be lost. Always save game data prior to quitting.

# PLAYING THE GAME



## Picking Up Items

To pick up an item, stand in front of the item (looking directly at it) and press the **X** button. If the item can be picked up, its image and a brief description are displayed on the screen. At this point, press the **X** button to add the item to inventory, or press the **Y** button to leave the item where it was found.



## Using Items

Press the **Y** button to open the item shortcut bar. A list of all available items is displayed on the bottom portion of the screen. Select an item with the **directional buttons/left analog stick** and press the **X** button to use it.



## Viewing Items

To view an item you've collected, select the ITEMS option from the in-game menu. Highlight the desired item with the **directional buttons/left analog stick** and press the **X** button.



## Investigating Objects

Many objects encountered in the game can be investigated to find out more about them. To do this, approach an object and center it on the screen.

**Searchlight** Your character's spacesuit comes equipped with a searchlight that can be used to illuminate the darkness. In order to use the searchlight, it must have enough battery power. The searchlight's brightness setting and length of use determines how quickly battery power is depleted. Pick up portable batteries as needed to maintain a full charge.

# PLAYING THE GAME



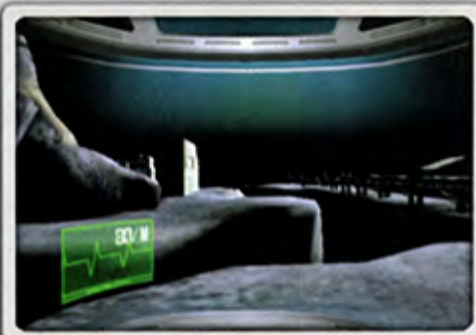
## Conversation

To speak with characters encountered during the game, approach them and press the **X** button. Important clues and items can be obtained by listening to what different characters have to say and assisting them if possible.



## Character Movement

Character movement through the game world is controlled using the left analog stick, or directional buttons. Press the **L1/R1** buttons to move from side to side and the **X** button to open doors.



## Lunar Surface Movement

Gravity outside the lunar facility is one sixth of what it is inside. Basic movement controls on the moon's surface remain the same, with the exception of the run command - **○** button. Depending on the level of the terrain, pressing the **○** button while on the moon's surface causes the character to either hop or jump.



## Death

Death occurs if the character's heart rate exceeds 300 bpm (beats per minute), or after a fall from an unsafe height.

**LOW BATTERY (Yellow):** When battery power drops below 50 percent

**LOW BATTERY (Red):** When battery power drops below 25 percent

**EMPTY:** When battery power is exhausted

**CHARGING:** When recharging

\*No message is displayed while battery power remains at acceptable levels (above 50 percent).

# MONITORING SYSTEMS



Press the **X** button when in front of a monitoring system control panel to access the surveillance area screen.

- 01 Surveillance Area**  
Select a surveillance area from the list on the right and press the **X** button to gain access to the security cameras located in that area.
- 02 Preview Screen**  
Located at the bottom right, this screen provides a preview of the selected surveillance area.
- 03 Map Display**  
Map of the selected surveillance area. Camera positions in the selected area are indicated by numbers on the map.



- 01 Camera View**  
Area visible with the currently selected camera.
- 02 Camera List**  
Press the **R1 / R2** buttons to switch between different cameras available in the selected surveillance area.

# MONITORING SYSTEMS



## Using Security Cameras

Security cameras are useful tools for scouting out areas prior to entering them, as well as investigating items and objects. To investigate a particular item or object, simply center it in the camera's view and zoom in.

## Flashback Recordings

Flashback recordings are playbacks of past events that unfold when cameras are zoomed in on specially marked areas of the game world.



Locate specially marked areas using the cameras and zoom in...



Watch the events that unfold...

Take advantage of security cameras to locate flashback recordings, as they often yield up important information and clues.

# GHOSTS

Different types of ghosts occupy the lunar facility where the game's story takes place. The sections below provide information on what to expect when ghosts are encountered.



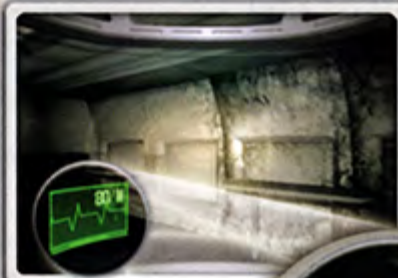
## Benign Ghosts

These are ghosts of people who have died with unresolved wants and needs. Listen carefully to what they have to say and assist them as possible. Important items and information can be obtained through encounters with this type of ghost.



## Evil Ghosts

Evil ghosts are spirits overwrought with emotions that drive them to madness. Ghosts in this condition are extremely aggressive when encountered. Evil ghosts can be reverted to their benign status by clearing the fog in the area they occupy.



## Heart Rate Monitor

The heart rate monitor keeps track of the character's current level of physical comfort. The character's heart rate increases when in close proximity to ghosts. If the monitor displays a heart rate approaching 300 bpm, death is imminent. Spikes in the character's heart rate can be eased by exiting any areas where it suddenly increases, or by using a sedative from the med kit.



# FOG CONDITIONS

Many areas encountered in the game world are enveloped in a strange fog. The density of the fog varies from area to area.



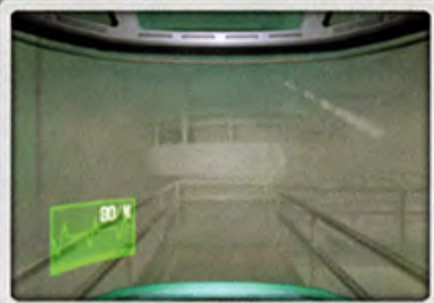
**Level 1**  
No fog



**Level 2**  
Moderate accumulation



**Level 3**  
Heavy accumulation



**Level 4**  
Vision obscured



## Fog Removal

Areas enveloped in fog can be cleared by activating nearby ventilation control devices. ID cards are required to activate these. Removing the fog from an area has the benefit of enabling you to speak with ghosts in that area, as well as avoiding an untimely death.



# MENU SCREENS



**ITEMS:** View/use items.



## MAP

Display character's current location and the surrounding area.



## NOTES

View information pertaining to areas visited and characters encountered.



## SYSTEM

Adjust game options, load game data, or exit the game.

# SAVING & LOADING



## Saving Progress

Save the game data  
You can save your progress by locating a monitor room found throughout the lunar station and accessing the Comlink by pressing the **X** button. After the MEMORY CARD slot has been determined, select "NO DATA" to save a new game or select a previously saved date to overwrite. Press the **X** button to confirm.

A minimum of 80KB of free space is required on a Memory Card (8MB) (for PlayStation®2) in order to save the game data. When overwriting data, a minimum of 8KB of free space, per data, is required on a Memory Card (8MB) (for PlayStation®2) for saving.



## Load the data

Game data can be loaded by selecting either LOAD GAME from the title screen or from SYSTEM on the in-game menu.

### Load from SYSTEM:

1. Press the select button to enter the in-game menu. Select SYSTEM by using the directional buttons/left analog stick. Press the **X** button to confirm your selection.
2. Select LOAD GAME. Press the **X** button to confirm your selection.
3. Insert a Memory Card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 or MEMORY CARD slot 2.
4. Select the data you wish to load. Press the **X** button to confirm your selection.

# WARRANTY

## Agetec, Inc. Limited Warranty - Software

Agetec, Inc. warrants to the original purchaser of this Agetec, Inc. product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Agetec, Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, the Agetec, Inc. product. You must call (408) 736-8001 to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect of the Agetec, Inc. product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE AGETEC, INC. ANY IMPLIED WARRANTIES APPLICABLE TO THE SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL AGETEC, INC. BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THE AGETEC, INC. SOFTWARE PRODUCT.

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**Repair/ Service After Expiration of Warranty** - If your game disc requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

Agetec, Inc. Customer Service Department/Technical Support Line (408) 736-8001 - Call this number for help in installing or operating our products and for general product questions. Representatives are available Monday-Friday, 8:30am-4:00pm Pacific Time.

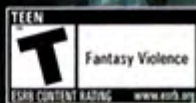
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**HARDCORE robot combat — evolved.**



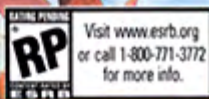
Find out more at:  
[armoredcore.agetec.com](http://armoredcore.agetec.com)



**A classic retelling of the RPG that started it all.**

## WILD ARMS

# Alter code: F™



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PlayStation 2

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