

# ENDGAME™



**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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Lead article from The New European  
Online News Site  
02/07/20



OPEN



REP



VirtualWorldTomorrow, the new virtual reality (VR) update from corporate giants EuroDream Technologies, will launch this time next month. Pre-orders for the product continue to skyrocket.

Abelard Huxley, managing director, continues to resist media hounding over his involvement in the Subliminals Implant scandal still surrounding the company. While some experts maintain that subliminals amount to a serious invasion of mental space akin to the potential of mass hypnosis, this is largely explained as professional jealousy and paranoia. Certainly no single Euro Commission supports this view.

Rumors first flared two years ago when tests were leaked to a Euro Commission by an unnamed source within EuroDream. While lobby groups and anti-VR protests intensify, these groups seem increasingly out of touch with the current political and technological climate.

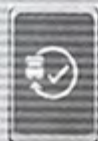
ADD

DEL

SEL

MISC

LOAD



-----  
>From: Westermann <EuroDream Security Internal>  
>To: HuxleyA <internal>  
>Subject: employee 14,322  
>Date: 28/07/2020, 03:27 ECT

>  
> This employee's contract has been terminated with immediate effect. Files relating to the update have passed through his machine. Octavian's hard drive MUST be checked for contact and viruses.

>From: Zeiss <EuroDream Research Internal>  
>To: HuxleyA <internal>  
>Subject: VirtualWorldTomorrow  
>Date: 28/07/2020, 23:35 ECT

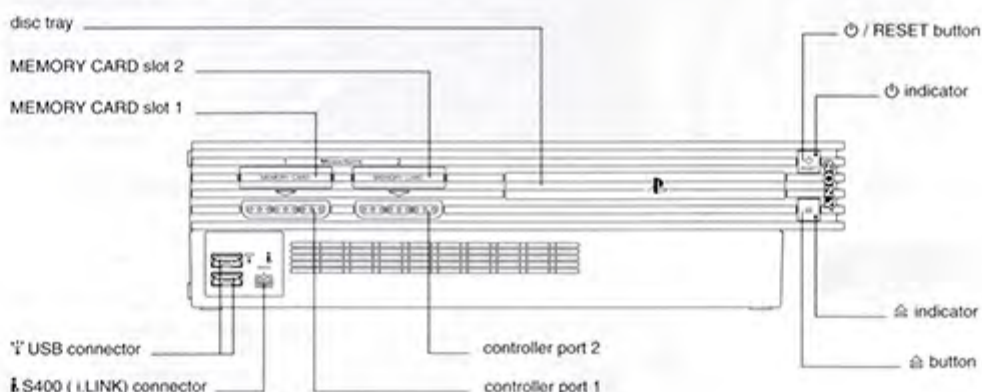
>  
> This is a highly sophisticated piece of software and AI tests are still ongoing.  
> Octavian's predictions show subliminals will initiate after 4.40 minutes VR presence, and success rates run at 89%. Both these statistics will be improved by launch.

>From: Westermann <EuroDream Security Internal>  
>To: HuxleyA <internal>  
>Subject: RISK 001  
>Date: 29/07/2020, 05:08 ECT

>  
> This situation is more complex than first appeared.  
>Employee 14,322 has had contact with Octavian, and it is not clear how much.  
>He is also known to have a personal relationship with employee 16,079 CornellJade.  
>14,322 JonesTyler will be incarcerated.  
>16,079 CornellJade will be terminated.



PlayStation®2 [front panel]



# SETTING UP

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located in 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 "ENDGAME™" 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 the on-screen instructions and refer to this manual for information on using "ENDGAME."

## MEMORY CARD (8MB) (FOR PLAYSTATION®2)

"ENDGAME" lets you save games at their current level of play onto a Memory Card (8MB) (for PlayStation®2), and resume play on previously saved games. A Memory Card (8MB) (for PlayStation®2) is required. Insert a Memory Card (8MB) (for PlayStation®2) into Memory Card slot 1 on the PlayStation®2 game console BEFORE starting play.

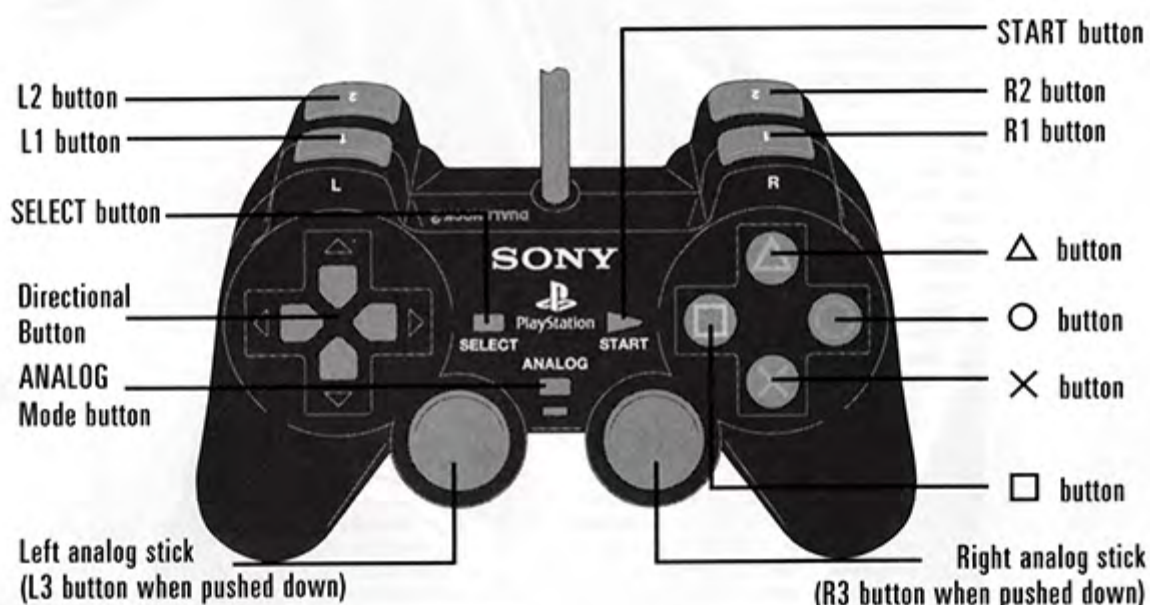
**Important:** Do not switch off the MAIN POWER switch, remove or insert a Memory Card (8MB) (for PlayStation®2), or Controllers while saving or loading games. Doing so could damage the game data.



# CONTROLS

## DUALSHOCK®2 analog controller

When a light gun is not available, ENDGAME can be played with a DUALSHOCK®2 analog controller.



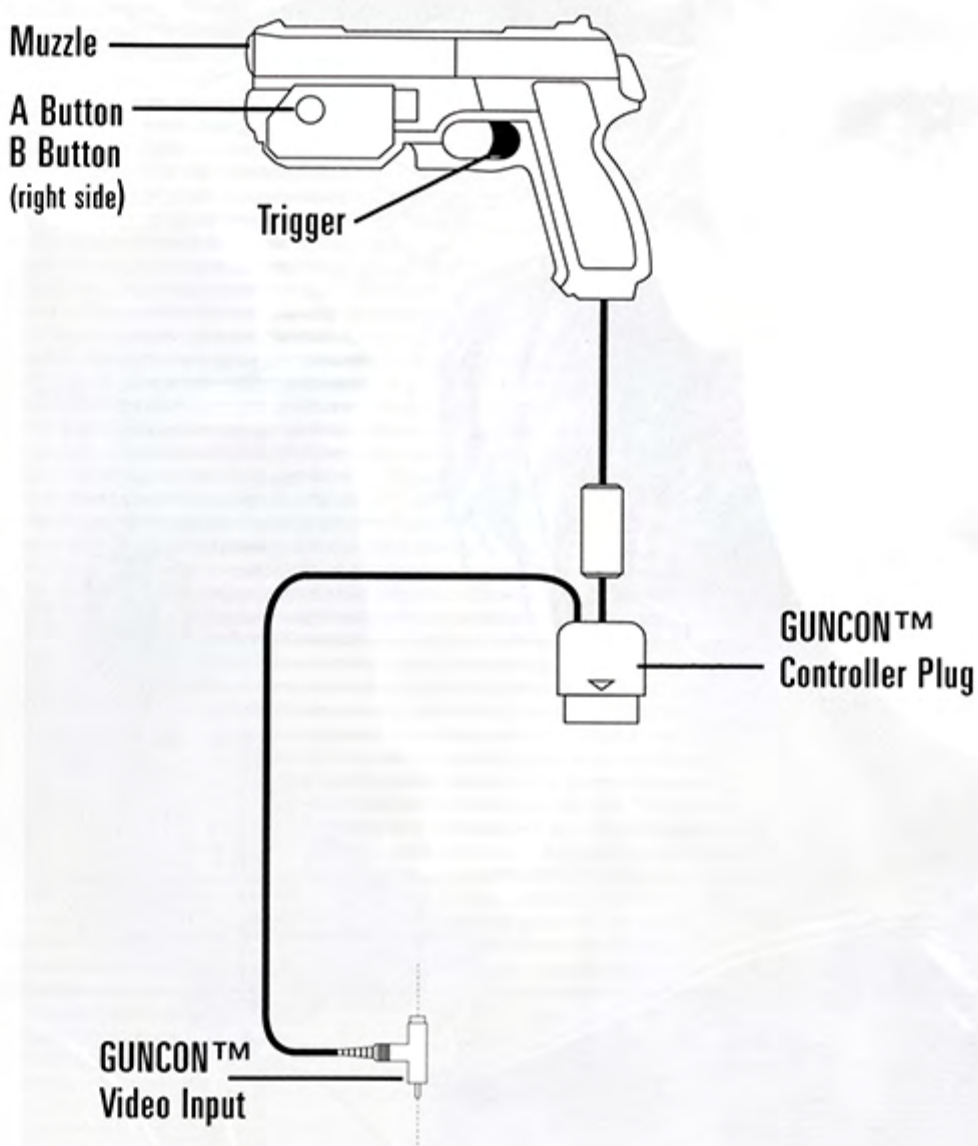
Button	Menu Screen	In Game
Directional buttons	N/A	N/A
START button	N/A	Pause
$\circ$ button	N/A	Shoot
$\times$ button	Select	Shoot
$\Delta$ button	N/A	Reload
$\square$ button	N/A	Reload
L1 button	N/A	Shoot
L2 button	N/A	Reload
Left analog stick	Change Selection	Move the Sight
R1 button	N/A	Shoot
R2 button	N/A	Reload
$\square + \circ$ button	N/A	Reload
$\Delta + \times$ button	N/A	Shoot



# GUNCON™

(or similar device)

Connect the Guncon™ to your console as shown in its instruction manual.



Button	Menu Screen	In Game
Trigger	Select option	Shoot
A Button	N/A	Pause
B Button	N/A	Reload

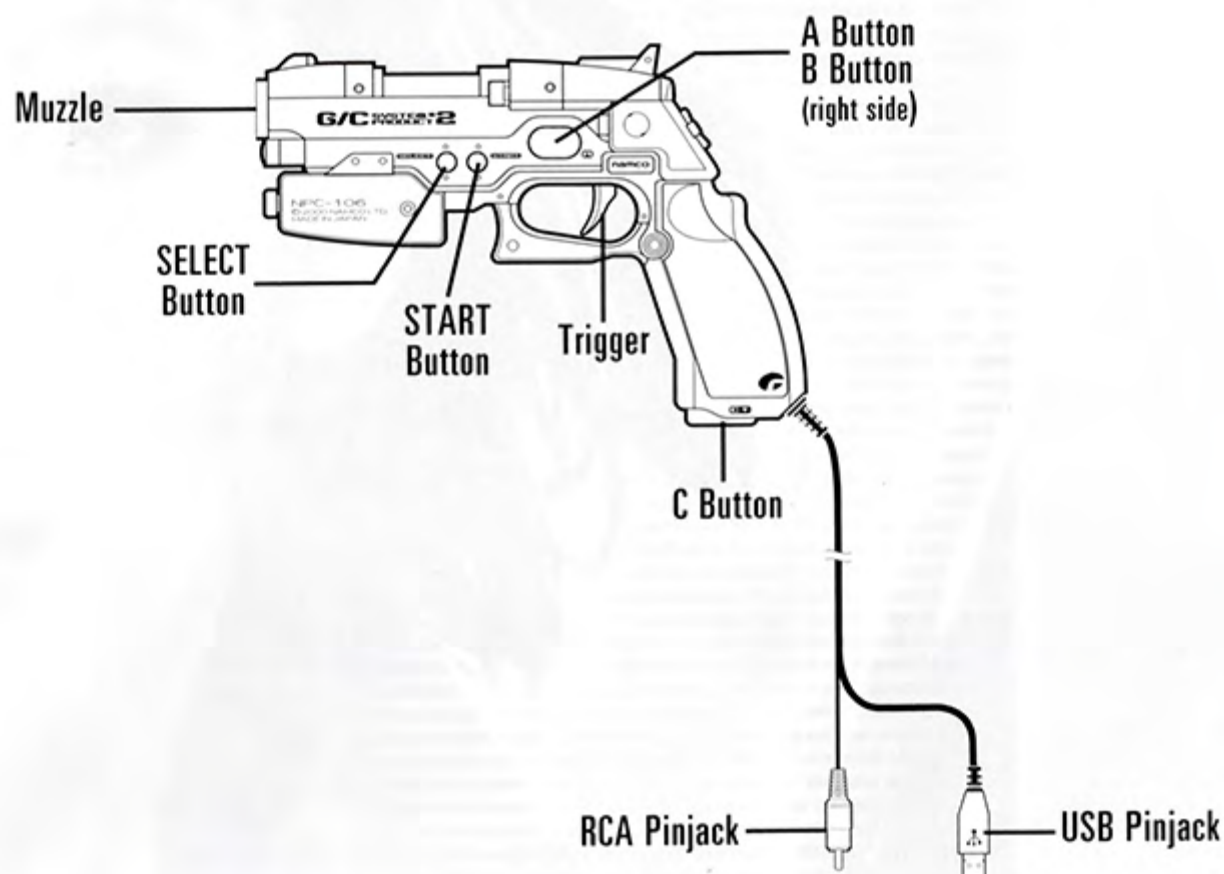




## GUNCON™2

(or similar device)

Connect the Guncon™2 to your console as shown in its instruction manual.



Button	Menu Screen	In Game
Trigger	Select option	Shoot
A Button	N/A	Reload
B Button	N/A	Reload
C Button	N/A	Reload
Thumbcon	N/A	Reload
Start	N/A	Pause



## USING a GUNCON™ & GUNCON™2 TOGETHER

To use the Guncon™ and Guncon™2 light guns together, make sure they are not connected to the controller port and USB connector of the same player. For example, if the Guncon™2 is connected to the bottom USB connector, the Guncon™ should be connected to controller port 2. The top USB connector will override a Guncon™ connected to controller port 1.

## LANGUAGE SELECTION

"ENDGAME" will automatically select the language set in your Playstation®2 system configuration. To change the language, please refer to the instructions in your Playstation®2 instruction manual.

# GETTING STARTED

## GUN CALIBRATION

Before you start playing, you should calibrate your light-gun device for more accurate shooting. The gun calibration screen is accessed by selecting the Controller Options choice from the Options Menu.

To calibrate your gun, aim and shoot at the center of the target on screen. A crosshair will appear. Check when pointing the gun at the center of the target, check that the crosshair moves there. If this crosshair is in the center of the target, your gun is calibrated. If it isn't, repeat the process by aiming and shooting at the center of the target on screen until the cross hair appears in the correct place.

When your gun has been calibrated, press the A Button to confirm the process and return to the Options Menu.



## SAVING

Insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 to load a saved game or start a new Endgame game file.

The game will automatically check for a suitable memory card in MEMORY CARD slot 1 when the game is started. If a memory card (8MB) (for PlayStation®2) is present in MEMORY CARD slot 1, the saved ENDGAME data will automatically be loaded.

When a suitable memory card (8MB) (for PlayStation®2) is present in MEMORY CARD slot 1, the ENDGAME game file will automatically be saved by default. To save manually, change the autosave option in the Options Menu.

## MENUS

Various types of games and settings can be selected from the Main Menu. To pick a menu option, shoot your selection. If you are using a DUALSHOCK®2 analog controller, highlight your selection using the left analog stick and press the X button.

## PLAYING ENDGAME

As you fire your weapon, you will use up bullets. To reload, use the reload button. You will duck behind a wall or other protective objects to take cover while reloading your gun. Taking cover is also very useful when trying to avoid getting hit by enemy fire.



# MAIN MENU



## ENDGAME

Select this to play Endgame.



## Mighty Joe Jupiter

Go to Mighty Joe Jupiter. Play episodes and training modes from Jade's favorite game.



## OPTIONS

The options allow you to adjust various game settings, including sound and controllers.



## EXTRAS

Selecting this option and you will be able to experience any extra game modes that have been unlocked as well as the Best Times and High Scores.

Score  
(Only In  
Arcade Mode)



Ammo  
Counter

Lives and  
health  
Remaining

Timer



# GAME SCREEN

- **AMMO COUNTER**

This shows the number of bullets you have left in your gun. When you run out of bullets, you will have to reload using the Reload button.

- **LIVES REMAINING**

This shows how many lives and how much health you have. If you are hit three times, you will run out of health and then lose a life. Your health, but not your lives, will be replenished at the end of a level.

- **TIMER**

This displays the amount of time you have to fight your way through to the next section. If the time runs out before you reach the end of the stage the game will end. You will earn bonus time every time you eliminate a wave of enemies. The timer also shows the total amount of time you have been playing and the best time taken for the section so far.

# OPTIONS

## CONTROLLER OPTIONS



- **SET UP CONTROLLER**

This will take you to the controller set-up screen where you can calibrate the gun, change the Reload button, and change the controller mode.

**Note:** This is done separately for each controller; shoot the appropriate icon to set up either controller.



- **SET RELOAD MODE**

Use this to set how you wish to reload. Either press or release the Reload button to reload.





- **CALIBRATE GUN** (Guncon™ and Guncon™2 only)

Select this to recalibrate your gun(s). Shoot at the center of the target to calibrate your gun. If you have changed the aspect ratio or the screen position, you may want to recalibrate the gun.



- **SET BUTTON MODE** (Guncon™ and Guncon™2 only)

Change which button is used for Reload.



- **CONTROLLER MODE**

(DUALSHOCK®2 analog controller only)

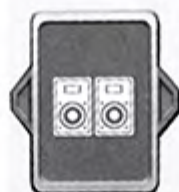
Choose between Novice Mode and Expert Mode. Novice Mode is easy to use but a little slower than the Expert Mode, which is harder to master but allows for more responsive control.

## AUDIO OPTIONS



- **ADJUST VOLUME**

Select this option to change the volume of the sound effects and the music.



- **AUDIO MODE**

This will enable you to choose from the different audio output modes.



## VIDEO OPTIONS



- ASPECT RATIO

Choose between Wide Screen (16:9) and Full Screen (4:3) options.



- ADJUST SCREEN POSITION

Select this to center the position of the screen. Shoot the appropriate arrows to move the screen position around. Shoot the tick to accept the new screen position; shoot the cross to discard the changes made.

## SAVE / LOAD OPTIONS



- LOAD

Load game data. This will overwrite any existing settings.



- SAVE

Save game data. This will save the current data and overwrite any existing save game data.



- AUTO SAVE

This toggles the autosave feature on and off. If you have it enabled, then the game will automatically save the game data for you.



# C O N T A C T

## TECHNICAL SUPPORT

Technical Support is available from the following sources:

- Telephone: (310) 649-8019  
Monday through Friday, 8AM to 5PM, Pacific Time
- Fax: (310) 258-0755, 24 hours daily
- Automated support available 24 hours a day,  
7 days a week.
- E-mail: [tech.support@vuiinteractive.com](mailto:tech.support@vuiinteractive.com)

## CUSTOMER SERVICE

- Telephone: (310) 649-8009  
Monday through Friday, 8AM to 5PM, Pacific Time
- Fax: (310) 258-0744, 24 hours daily
- E-mail: [customer.service@vuiinteractive.com](mailto:customer.service@vuiinteractive.com)
- Mail: VUG Customer Service  
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Los Angeles, CA 90045





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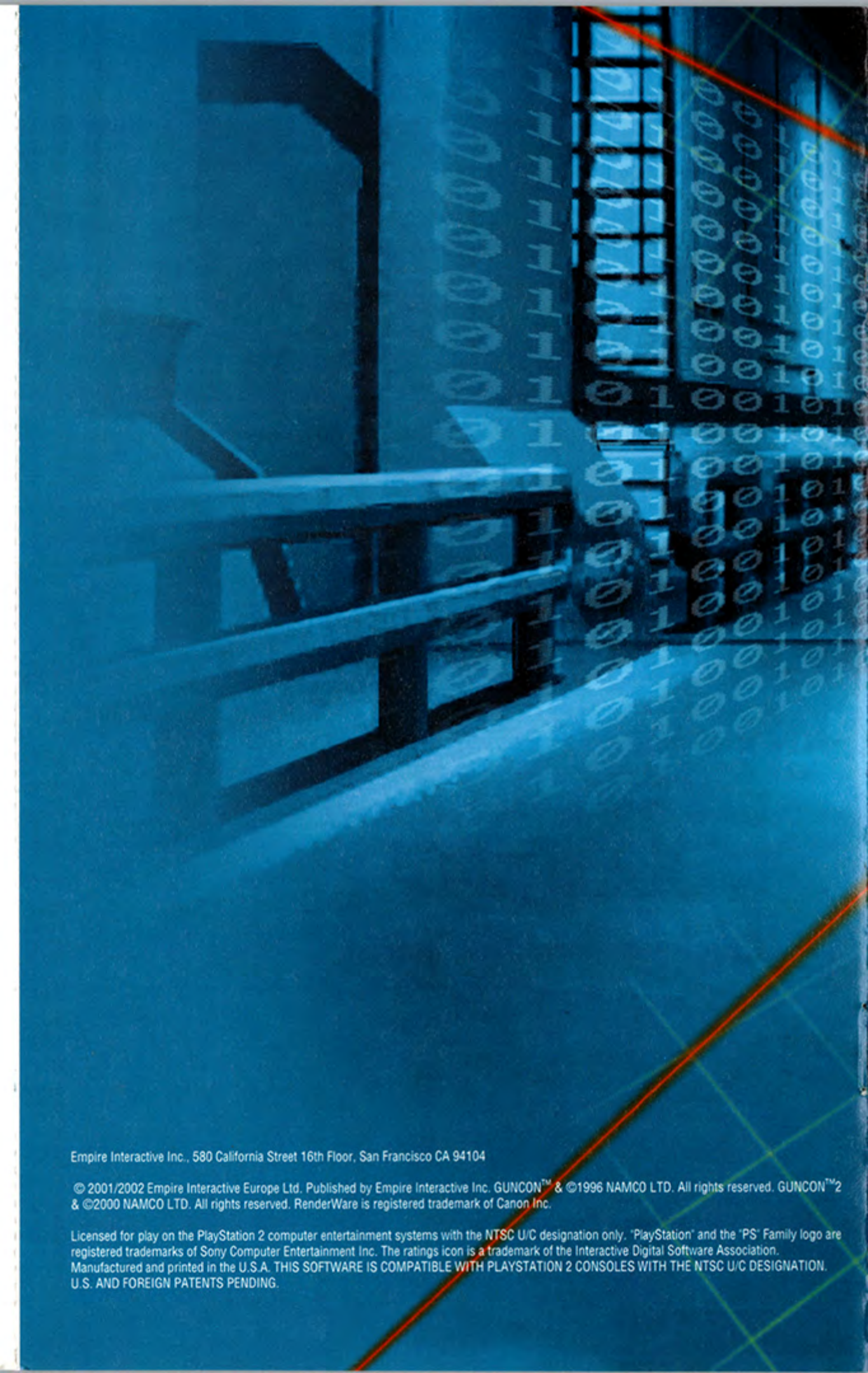
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