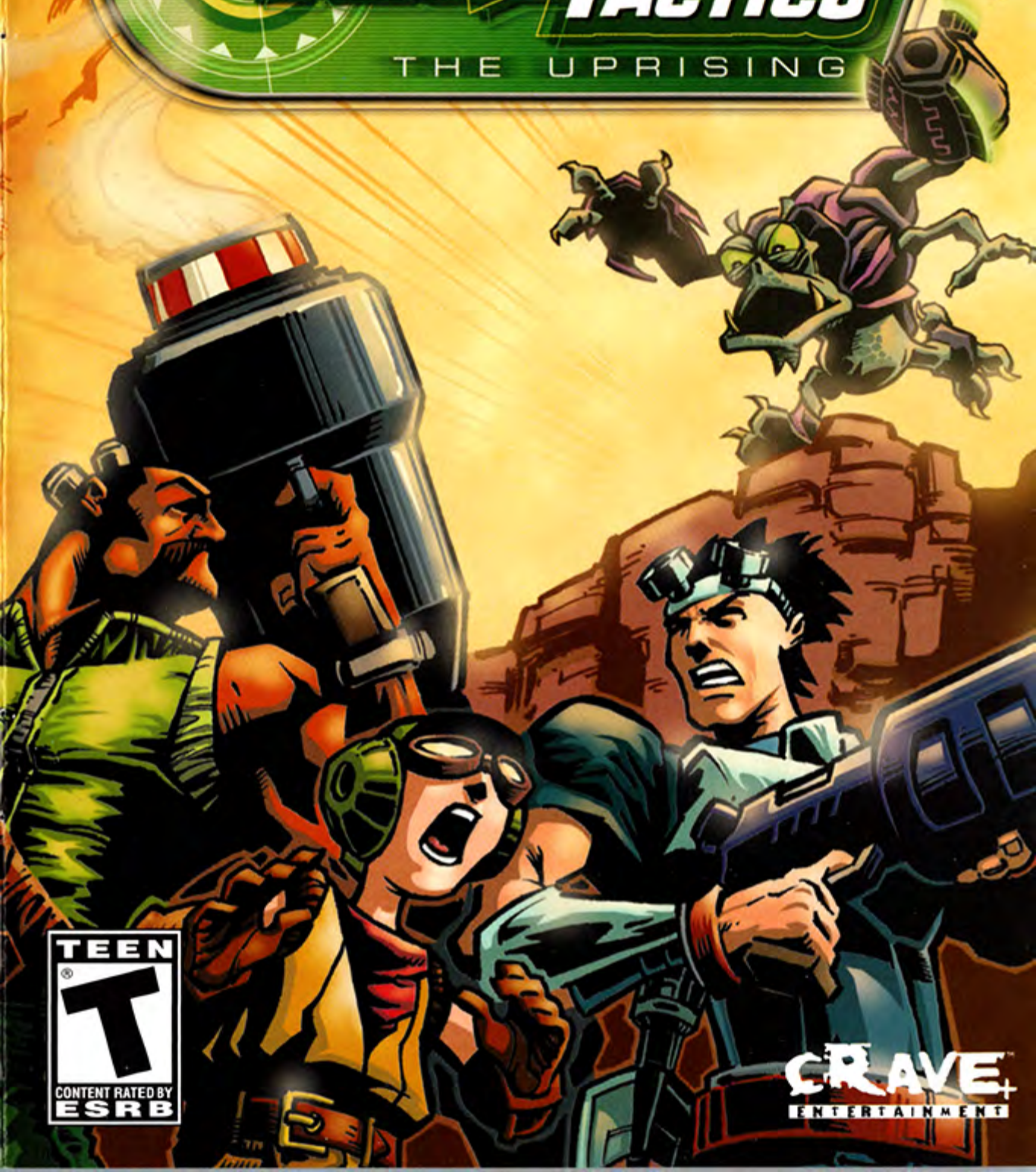


FUTURE TACTICS™

THE UPRISING



TEEN
T
CONTENT RATED BY
ESRB

CRAVE+
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:

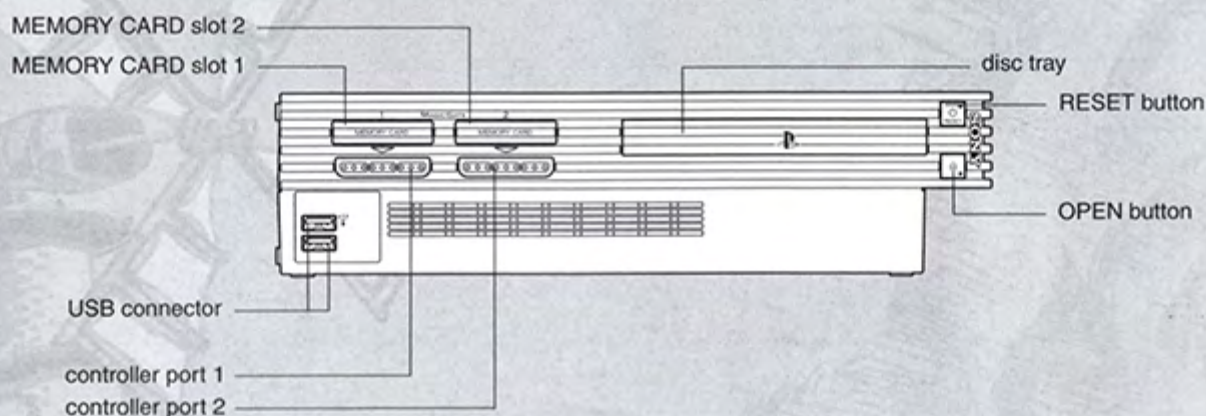
- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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.

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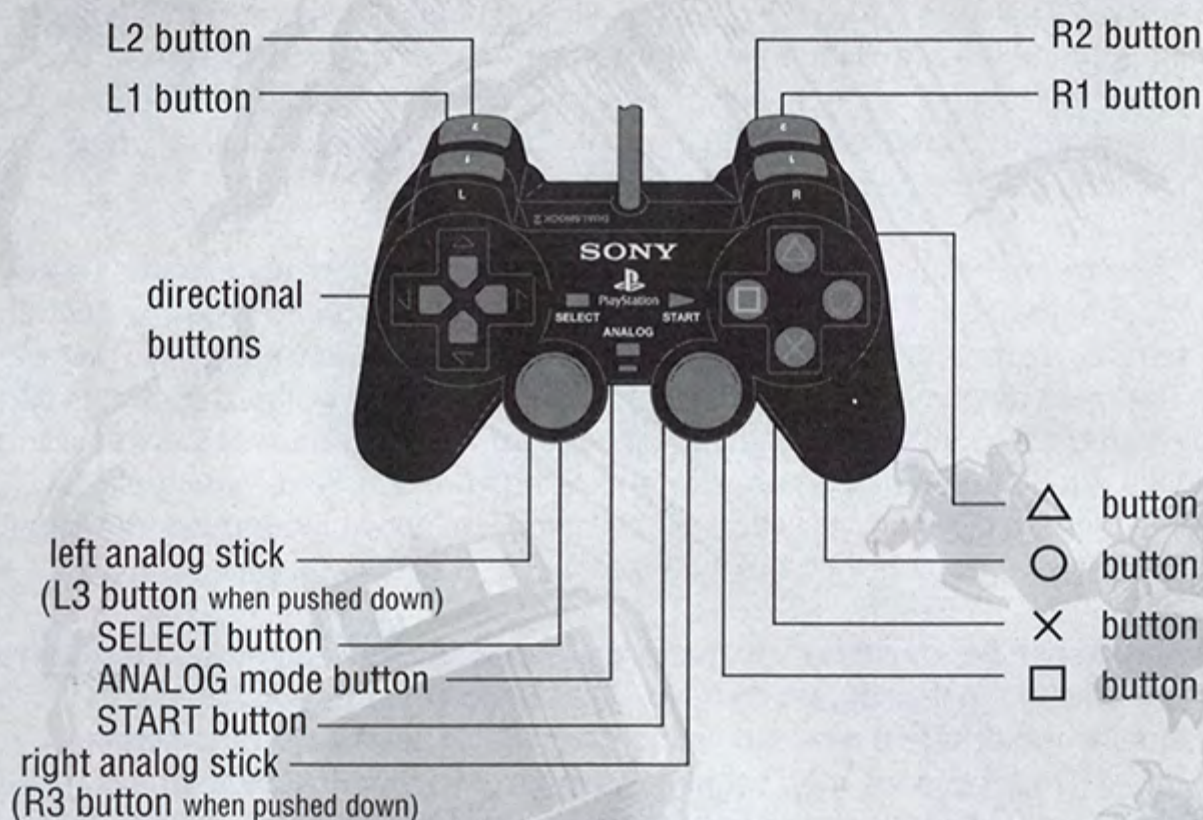
GETTING STARTED



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 Future Tactics: The Uprising™ 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.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



× button = Select

○ button = Detailed Info / Toggle Infra Red

△ button = Look Around Mode / Back

□ button = Display Unit Portrait / Jump (Move Mode only)

R2 button = First Person View

Left Analog Stick = Move / Aim

Right Analog Stick = Move Camera

L1 button = Zoom Out (Aim Mode only)

R1 button = Zoom In (Aim Mode only)

INTRODUCTION

From the last entry of a lost journal:

The sun blazed high over the parched workers as the sounds of picks and shovels filled the air. An eon had passed since man last trod upon this holy ground. The ruins were unlike anything found before—black obelisks emanating a green energy. Strange markings adorned the monuments and edifices about the island. The archaeologist could not identify the source of any of their surroundings. Was this the peak of Churchward's lost continent, Mu? Could this be the cradle of all mankind?

Excitement broke out amongst the workers. A babble of many tongues came roaring from within the main chamber of what they assumed to be the central temple, a great pyramid, the base of which lay deep below the earth's crust. The head researcher hurried down the main shaft. The workers parted as she entered the room. A strange hum, different from the low buzz of the ventilating fans, filled the room. A green glow emanated from a huge onyx egg encased in a blue, metallic device. The artifact floated just above the ground, the base was often at waist height, but the object bobbed slightly on its vertical axis.

The researcher moved closer, reaching towards the artifact, making contact with one of the flashing green button-like dots on the exterior. A series of smaller red dots appeared about the green dot. The metal casing began to rotate, first clockwise, then counter-clockwise, like the movement of a combination lock. The black egg began to glow brighter as green cracks appeared in its surface. The room was filled with the lurid green light.

As the light subsided, a creature could be seen standing between the lead scientist and the artifact. The creature was like nothing seen before on this earth. It was a short, blue, reptile-like thing. Its head protruded from the center of its body and looked about quickly, confused. The creature put forth one of the four appendages on its upper body—a hand, larger than its two lower arms and opposite a cylinder shape decorated by three pulsating green lights.

The archaeologist slowly reached forward to meet the creature's large, clawed hand. The scaly beast quickly withdrew its claw and presented the scientist with the tube on its left arm. A green blast left the woman dead on the dirt floor.

In a panic, the flood of workers attempted to flee the temple, only to meet more of the blue monsters and their ends. The island was quickly overrun by the beasts, then soon...the world.

OPTIONS

Music Volume: Adjust the volume of the music in the game.

SFX Volume: Adjust the volume of the sound effects in the game.

Music test: Listen to the different music tracks within the game.

Subtitles: Turn subtitles on and off.

Widescreen: If you have a widescreen TV you can set the game to take advantage of the shape of the TV screen.

Autosave: Enabling this feature allows you to save your progress and options choices to your memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1.



HOW TO PLAY

Future Tactics: The Uprising is a turn-based strategy game for one or two players. A single round consists of two teams of units battling against each other within an arena.

Turns

The game is played in turns. During each turn a particular unit has the ability to move and to perform an attack. No other units can move or attack during this period. When a particular unit's turn is complete another unit takes a turn, and so on until the battle is complete.

Taking a turn

To begin a turn, the player must select a unit from those available. The thumbnail portraits of all the units in the battle appear at the top of the screen. Thumbnails that are darkened or have a red cross over them are not available for this turn. Any of the others can be selected by the player.

Once a unit has been selected, that unit appears in the center of the screen surrounded by three icons. Each icon represents an action that can be performed during the turn: *moving*, *attacking* or *completing the turn*.

MOVING A UNIT

To move the unit, select the Move icon. The unit has a limited movement range available each turn, which is marked by a ring of green dots in the arena. The player is free to move the unit within this area indefinitely. When the unit stops moving, a second ring of blue dots appears. This indicates the amount of movement area remaining should the player choose to attack at this point.



LOOK AROUND MODE

While you are moving or when you are on the action selection during the Unit's turn, you can press the Triangle button to enter a look-around mode, which allows you to fly the camera freely around the arena. This can be helpful in locating hidden enemies and making tactical decisions.

ATTACKING

At any point during the turn the player can choose the unit's weapon by selecting the Attack icon. The unit will then perform an attack from wherever they are standing. After an attack the player may still move the unit, using up the remaining movement distance available that turn.



Some units may have more than one attack available per turn, or more than one weapon type. Pressing up or down on the Attack icon will select alternate weapon types.

There are two targeting systems available, depending on the weapon type: *Line of Sight* and *Ballistic Trajectory*.

Line of Sight

Line of Sight targeting is done from a first person perspective relative to the shooting position of the unit's weapon. The aiming takes place in three stages. First the player must guide the constantly moving circular target so that your enemy is as close to the center as possible. Once the enemy is centered, the player must press the X button to activate the fine-tuning phase of targeting.

A line will appear and sweep across the circle; this line stops at a position crossing the target and close to the center of the circle for maximum potential power, by pressing the X button. Another line will then sweep through the circle at right angles to the first one. Where they intersect will be where the weapon fires. An intersection closer to the center of the circle will result in a more powerful shot. (Pressing the X button will lock the two lines in place and the unit will fire.)

Ballistic Trajectory

Ballistic Trajectory weapons will cause the display to change to an overhead view with a circular overlay showing the maximum range of the weapon, and icons denoting the targets within range in the arena. At first a circle will pulse out from the center of the screen in a repeating pattern--this is the range finding. When the range finder intersects with the chosen target, the player must press the X button to fix the range. Then a sweeping line will rotate around the display clockwise, like a radar screen. Pressing the X button will stop this line and the target will be the point of intersection between the circle and the line. Once this final selection is made the unit will take the shot.

Hand to Hand

This attack type is available by default to most units, in both one-player and two-player modes. It will only become active and selectable when the player is within hand-to-hand range of an opponent. It will use up the attack for that turn.

Completing a Turn

When all desired movement and attacks have been completed, the player can end the turn by selecting the End Turn icon. This brings up three new icons, allowing the selection of three modes for the unit to wait in between turns: *Heal*, *Rest* and *Shield*.



Rest Mode

This is the default mode which ends the unit's turn with no special protection and no movement penalty on the next turn.



Heal Mode

Heal mode allows the unit to heal somewhat before the next turn. However, when Healing, the unit is especially vulnerable and will take more damage if hit.



Shield Mode

Shield mode gives increased protection to the unit between turns, but at a cost of only having 70% of normal movement distance available in the next turn. Once used, a unit's shield must recharge, so it won't be available for the next two turns.



ITEMS

There are two types of items that you can find throughout the story mode. Health Packs and Weapon Upgrades:

Health Packs

A unit regains 100% health any time it touches a health pack. These are scattered throughout every level; sometimes rocks or other objects may have to be destroyed to find them. These can also be found in Battle Mode.



Weapon Upgrades – (available only in Story Mode)

The weapon upgrade pack allows the player to assign an enhancement to a unit's weapon. Often, these are hidden throughout the level. Each unit has five levels of weapon enhancements. You can choose which unit to upgrade.



The Landscape

Most of the areas in game can be destroyed to a certain extent by the use of different weapons. These areas can contain anything from large rocks to buildings, from monuments to vehicles.

When the player shoots at his surroundings, large holes will appear in the area. This causes chunks of the landscape to be blown about at random.

Virtually any area of the environments can be destroyed or knocked around, such as houses, trees, rocks, boulders, bridges, windmills, barns, cottages, and mine carts. Powered-up weapons can cause even greater levels of destruction.

Enemy units will take these destructive actions into account. For example, if the player blasts a huge hole in the ground, enemy units will walk around the crater and shoot at objects that obstruct them from attacking the player.

This destructible terrain adds a new and challenging random dimension to standard tactics play. Each battle is unique, as each battle is played out on different terrain.

Battle conditions

In story mode there are usually only two battle objectives. Kill all the creatures, or move to a specific area on the map.

In Battle Mode there is an additional win condition called Defeat Leader.

BOOT CAMP

Low's abilities as a marksman didn't arrive by accident. Whenever his people set up camp he found a little space nearby to make his own private shooting range where he could practice in peace. Your targeting skills may be a little rusty, maybe you can't quite get a grip on the mortar weapons, or you might just want to blow great big holes in the ground without distraction. If you feel the need to hone your skills before entering the heat of battle then this is the place to be. Most of the rules of combat are suspended here, so there's little risk of injury. Just don't leave too much of a mess, *ok?*

STORY MODE

The Story Mode is the single player game of *Future Tactics: The Uprising*. This will be a linear progression of battles that slowly reveal the developing story.

Each level has an objective to achieve, explained at the beginning of the level. The game is lost if the objective is not achieved.

There are cut scenes between each level, explaining objectives and developing the plot. The line-up of your party changes over the course of the game as the story unfolds. You can upgrade the levels and weapons of your units along the way.

Human units are upgraded along the way, both their level and their weapons, under the control of the player.

Saved Games

Future Tactics: The Uprising uses an autosave feature that will automatically save your progress at the end of each episode. Any unlockable features that you may have earned throughout the story will be saved at this time. You have four different saves available, so a friend can start a new game and not interfere with the progress of your game. Your memory card(8MB)(PlayStation®2) must be in memory card slot 1 in order to save your game.

Weapon Upgrades

Upgrades are items usually hidden below ground and inside buildings or rocks on each level. There are five strength levels of each unit's weapon. When an upgrade is collected by a unit, the user can choose to upgrade any member of the team.

Any unit at max upgrade power can use an upgrade as a Hit Points refresh instead of as an upgrade.

Every unit has a different weapon upgrade path matching the units personality and innate abilities.

On the next pages are brief descriptions of all of the weapon upgrade enhancements.

Power

This gives the potential for double the power of any given shot. Press the shoot button when the words "power boost" flash on the screen to use the power upgrade.

**Range** (*Ballistic weapons only*).

Increase the maximum range available.

**X2**

This doubles the number of attacks per turn.

**Zoom** (*Line-of-Sight weapons only*).

A sniper-like zoom ability. There will be an extra control on the first stage of the targeting screen allowing the player to zoom in and out. This makes precision targeting a lot easier.

**B Adapt**

Allows Pepper to adapt her grenade to work as a (short range) mortar.

**Heal / Restore**

Converts the laser beam to a healing beam. This will work on creatures too, so be careful! The Restore upgrade restores a targeted unit to 100% health.

**Beam**

Adds a new mode to the weapon, which allows the person firing the weapon to absorb some of the target's health.



Tele-Shot

This allows a unit to teleport in place of an attack. Your unit will trade places with a target (friend or foe). This power up does not affect movement, so after you teleport you can use any movement you still have available during your turn.

**Bounce**

Bounce projectiles. The projectile will bounce for a set time or until you press the shoot button.

**Scatter**

A missile that shatters into many fragments before impact. This will scatter warheads over a wide area.

**Smoke**

This is a type of missile that creates persistent smoke (2 turns), which creatures cannot see through. This makes an excellent hiding place.

**Deflect**

This allows a unit to intelligently deflect a "friendly fire" line-of-sight shot to the nearest creature. Shoot at the unit that has the deflect ability available and it will redirect the shot.

**Infra-Red**

Adds a new mode to the first person view. Units hiding behind obstacles can be seen by their body heat.



Levelling up

You gain experience depending on how well a shot is placed, and whether you are attacking a creature that is a higher level than your unit. Head shots are worth more experience. The best way to gain levels is to score the killing blow on a higher level creature with a head shot.

The yellow bar to the left of the unit portrait shows the progress of that unit's current experience. When the bar is filled the next level is achieved.

The higher level a unit is, the more damage it will deal out.

Replays

When you complete the story for the first time you can replay it again with a change in the Gameplay. The game changes a bit, and now instead of the entire team going in one turn, your team members take turns alternately with the enemy team member turns. One unit on your team goes, then one unit on the creatures team goes, and so on. This will change the tactics of the game and create a new challenge for advanced players.

BATTLE MODE

There are two main two-player modes: Quick Start and Custom Battle. The player will unlock features in Custom Battle by completing play goals in Story Mode.

Quick Start

This mode is available right away (no unlocking needed).

Each Battle plays exactly like the Story Mode, with one player taking the role of the humans, the other playing the creatures. Any map which has been beaten in the Story Mode will be chosen at random.

Positioning of units and the make-up of teams will be pre-set for each level. This will be different from the set up of the same level in Story Mode to ensure balance.

Custom Battle

Features of this mode are unlocked only after completing play goals in the Story Mode.

This mode allows the player to configure a two player battle any way they like with a variety of options, including human vs. human, human vs. CPU, creature vs. creature or even mixing the humans and creatures together on the same team.

Turn Mode: The Story Mode turn-mechanism is that each player can move his entire team once every turn. Other modes will now be available:

Normal Fixed: Only one unit takes a turn during a player's turn. Each unit must take one turn in a fixed order until all units in the team have taken their turn.

Normal Free: Only one unit takes a turn during a player's turn. Each unit must take one turn in any order until all units in the team have taken their turn.

Team: One team moves all their units, then the other team moves all their units.

Character Style: Only one unit takes a turn during the player's turn. Any unit in the team can be moved each turn.

Team Makeup: Each team can be made up of any combination of units and their relative level can be configured to create handicap games.

The player will be free to choose balanced teams (3 humans versus 3 creatures) or unbalanced teams (1 human versus 5 creatures) if they like. Features such as different size teams, cross race teams (humans and creatures on the same side) and unbalanced teams, are all unlocked separately.

Unlock Status: This area will tell you what your progress in the unlockable features is and what you need to do to unlock all of the features.

By performing certain actions or feats during Story Mode you will unlock features for the Battle Mode game.

CHARACTERS

Eight of each unit type (human and creature) will be playable in Battle Mode.

Head info box:

Character portrait: Picture of the unit.

Level: Current level of the unit.

Exp Bar: This bar shows the progress of the unit's current level.

HP Bar: The current amount of hit points the unit has.



Weapon Upgrades: These dots represent how many upgrade enhancements the unit has. A red dot indicates the unit's level is insufficient to use the upgrade.

CHARACTERS

As you progress through the story, you will come to know nine different characters. Each character possesses different abilities, strengths and weaknesses. Some can move farther distances, others deal more damage. Some can heal team members, while some are very fragile, requiring special protection. You will learn their unique qualities and strategic value as you venture further into the world of *Future Tactics: The Uprising*.

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In the U.S. send to:
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