

GIANTSTM

CITIZEN KABUTO

INSTRUCTION MANUAL



BY GAMERS. FOR GAMERS.™

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:

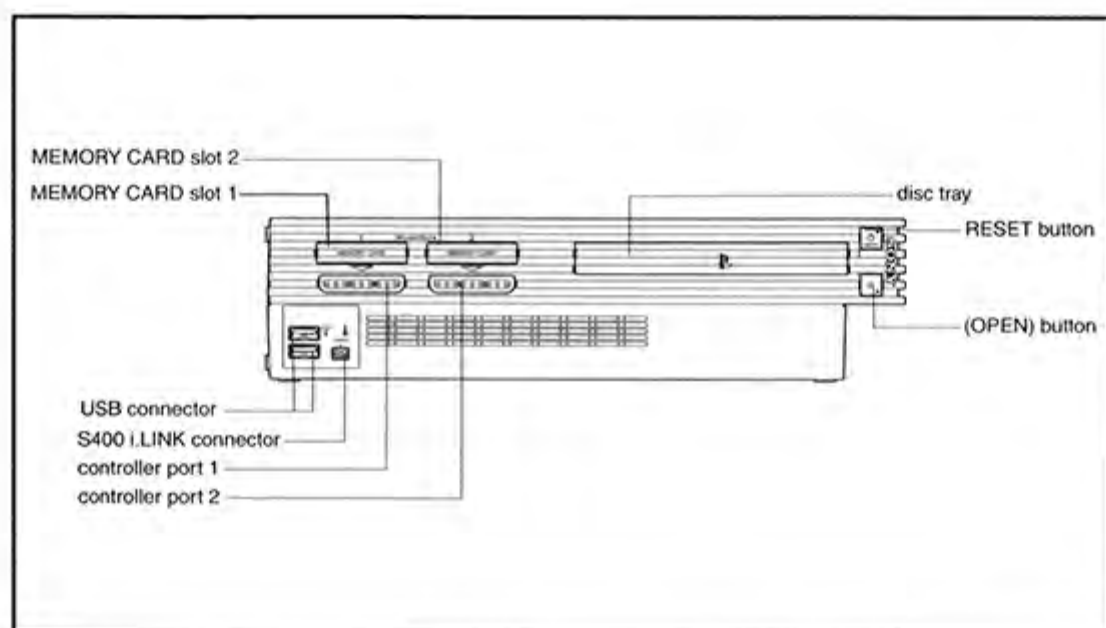
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep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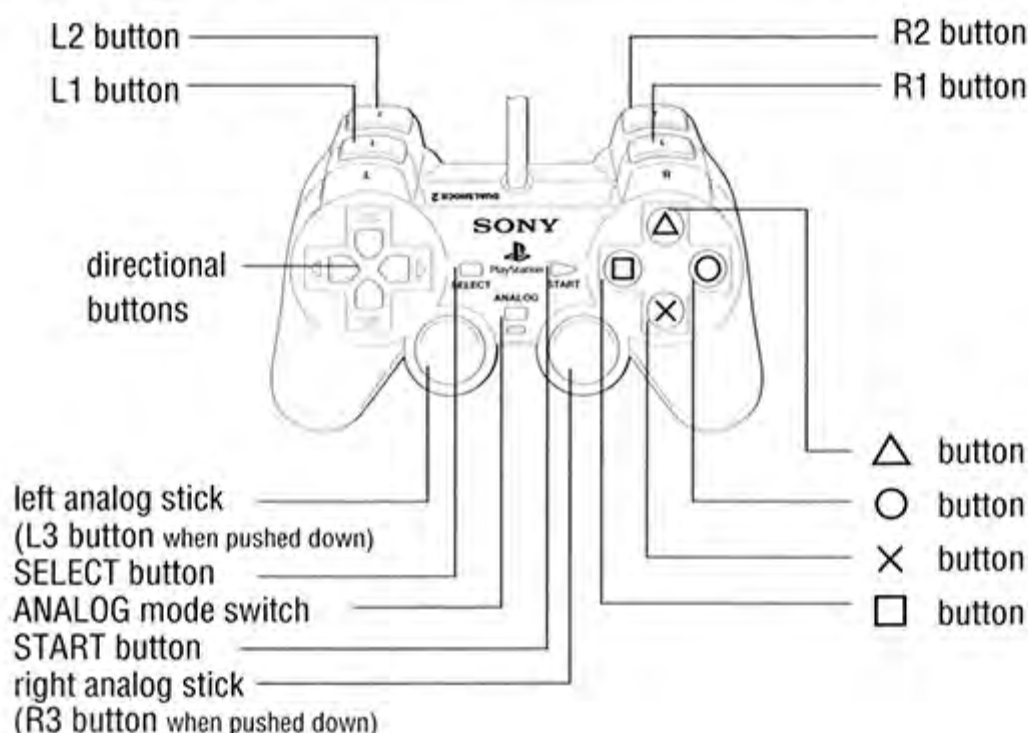
GETTING STARTED



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 standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the *Giants: Citizen Kabuto™* 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.

CONTROLS

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

Use these controls to navigate through the menu screens:

Highlight menu item

directional buttons or
left analog stick.

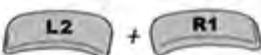
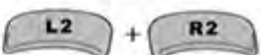
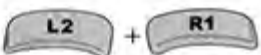
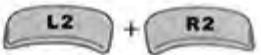
Select item

ⓧ button.

Cancel/Return to previous screen

△ button.

DEFAULT CONTROLS

Controller	Mecc Controls	Delphi Controls	Kabuto Controls
			
left analog stick	Walk/Sidestep	Walk/Sidestep	Walk/Sidestep
right analog stick	Pitch/Turn	Pitch/Turn	Pitch/Turn
up directional button	Zoom In	Zoom In	Activate/Deactivate Magnifying Glass
down directional button	Zoom Deactivate	Zoom Deactivate	—
 button	Jetpack thrust	Turbo	Charge Adrenaline
 button	<i>Teammate commands</i>  Attack/defend location  Go to location  Return	Jump	Lay egg <i>Offspring commands</i>  Attack/defend location  Fetch creature/ Go to location  Return
 button	Attack	Attack	Attack/ Eat(creature in hand)
 button	Use current item/ backpack	Cast current spell	Grab/ Throw (creature in hand)
 button	Next weapon	Next weapon	Jump
 button	Next item/backpack	Next spell	Run
 button	 Drop current weapon  Drop current item/ backpack	 Drop current weapon  Drop current spell	Roar
Start button	Pause menu	Pause menu	Pause menu
Select button	Map view	Map view	Map view
 button (Press down on the right analog stick)	Center view	Center view	Center view

MENUS

MAIN MENU



Here you have the choice of a number of options:

- **New Game** — Start a new game.
- **Load Game** — Load a previously saved game.

- **Settings** — Customize controls, sound, and other game settings.
- **Extras** — Everything you don't really need to play the game is here. Sounds useful, huh?

New Game

Selecting this option will start a new game after you choose a Player ID (name) and a difficulty setting. The game *Giants: Citizen Kabuto*™ takes place over a number of glorious islands, with multiple missions on each. You control each of the three races – Meccs, Sea Reapers, and Kabuto – through different portions of the game.

Memory Card



Choosing Load Game with a memory card (8MB PlayStation®2) in slot 1 will show the Memory Card menu screen. This screen displays valid *Giants* saves based on your Player ID.

- **Load Game** — Load a saved *Giants* game.
- **Delete Game** — Delete a saved *Giants* game.

Load Game



On the Load Game screen you can choose:

- **Missions** — Choose a particular mission you have unlocked to replay. The menu on the left side of the screen scrolls through all of the stories by pressing up or down on the directional buttons. To scroll to a particular mission in a story press left or right on the directional buttons.
- **Cutscenes** — View a cutscene you have unlocked. This screen works the same as the missions screen listed above.
- **Last Save** — Loads the last in-game save.

Settings



Game Options:

Select this option to change general sound and game options.

Controls: Option that allows you to change your controller and advanced control settings.

Save Settings: Saves your current settings to a supported memory card (8MB)(PS2) in MEMORY CARD slot 1.

Load Settings: Loads your settings from the memory card (8MB)(PS2) in MEMORY CARD slot 1.

Delete Settings: Deletes your current settings from your memory card (8MB)(PS2) in MEMORY CARD slot 1 and return to default settings.

Reset Settings: Reset your current settings to their default values without affecting your memory card (8MB)(PS2).

Game Options



Auto Aim: Toggles the automatic aiming help on or off. Turn this off if you want precision over ease of use.

Brightness: Slider that adjusts the brightness level of your game display.

Sfx Volume: Slider that adjusts the volume level of sound effects.

Music Volume: Slider that adjusts the volume level of the music.

Stereo: Changes whether or not to output audio in stereo. Turn this off for monophonic sound systems.

Difficulty: Choose between three difficulty levels: easy, medium and hard.

Controls



Selecting this option will take you to the Controls menu. The default controls will be fine for most people, but you can choose any of the other control configurations for Meccs, Delphi, and Kabuto to suit your own personal taste.

Mecc Controls – Change your control scheme for Meccs.

Delphi Controls – Change your control scheme for Delphi.

Kabuto Controls – Change your control scheme for Kabuto.

Advanced – Advanced controls allow you to change other options that affect your controller.

Advanced



▪ **Horiz Sensitivity:** Increments the left and right sensitivity of the analog stick. Get your mind out of the gutter.

▪ **Vert Sensitivity:** Increments the up and down sensitivity of the analog stick. Did he just say, "up and down sensitivity"?

▪ **Invert Y:** Changes whether pushing up on the analog stick looks up or down.

Extras

View a list of people that hope you enjoy this game. :)

Pause Menu

During the game you can access these options by pressing the START button on your controller.

- **Return to Game** — Selecting this option will resume game play.
- **Mission Objectives** — Selecting this option will display your mission objectives again.
- **Restart Mission** — Want to try a different approach? Try selecting restart mission to begin the current mission anew.
- **Save Game** — Save your current game progress.
- **Load Game** — Load a saved game.
- **Controls** — Change your control scheme.
- **Quit to Menu** — Exit the current game. Try a new difficulty or configuration and come back soon.

GAME INTERFACE

Many of the interface elements in *Giants* are common between the races, but some portions of the interface are specific to each character. If the interface is used for an item or ability that you don't have then the interface is not shown.

MECC INTERFACE



1) Game Text

Any messages the game might have for you (such as, "I know where you live") will be displayed in the upper portion of the screen.

2) Jetpack Fuel Indicator

Once you find your

jetpack, the bar displayed in the lower left-hand corner of the screen, represents the energy level of your jetpack. Activating the jetpack thrusters will propel you skyward, but will also consume fuel rapidly. Don't worry, though, your fuel level will regenerate over a short period of time – just try not to fall from a mile above ground before it does. Above the jetpack fuel meter, a small lighted arrow indicates when your nitro boost is active. The nitro boost is a permanent jetpack upgrade that gives a little extra kick to the jetpack thrusters. When it's used, the light will go off as you shoot upwards at greater speed. The nitro boost will regenerate when you touch the ground (signaled to you when the small nitro boost light arrow becomes active again).

3) Item/Backpack Indicator

Next to the jetpack fuel meter, an icon for the current item or backpack that you're using will be displayed. Many backpacks, such as the Bush camouflage or Shield, drain your jetpack fuel so long as they are active.

Other backpacks, like the Turret and Pop-up Bomb, are dropped and activated one time only. If you have an item with a limited number of uses like mines, grenades, or flares the remaining uses will be displayed next to the item icon.



4) Weapon Icons

At the bottom right of your screen, you'll see the weapon currently held. The numbers next to the icon indicate ammunition for the weapon. Mecc weapons are primarily guns of one sort or another – all except the handgun hold a limited amount of ammunition.

5) Health Indicator

The bar in the lower right hand corner of the screen is your health indicator. When the bar meter turns red, you are very low on health.

6) Vimp Indicator

The upper left hand corner of the screen corresponds to the amount of Vimp steaks you currently have in your possession. You'll need Vimp meat to feed any Smarties you have working back in your base – but you can only carry a limited amount of Vimp meat.

7) Targeting Cursor

The Mecc interface uses a basic targeting cursor in the center of the screen. The cursor alternates between three basic states, depending upon what it's placed over.

No Target — Neutral Target — Destructible Target



DELPHI INTERFACE



1) Game Text

Same as for the Meccs, all messages are displayed in the upper portion of the screen.

2) Soul Energy Indicator

In the lower left hand corner of the screen is the soul energy indicator. Delphi acquires souls from fallen enemies

and by swimming in deep water. Casting spells and supplying a base with power will deplete Delphi's soul energy.

3) Spell Indicator

Next to the soul indicator is the spell indicator. This circular area represents Delphi's current spell. You can toggle between available spells and activate them so long as you have enough soul energy to cast.

4) Weapons Icons

Just like the Mecc interface, your weapons are displayed at the bottom right of your screen. Delphi always possesses a sword and bow, but can acquire other, more powerful bows in shops around the island or in her base.

5) Health Indicator

As with the Mecc interface, your health indicator is in the lower right hand corner of the screen. The meter works the same as the Mecc's health indicator. Hint: Zero health is bad. Delphi will gradually regenerate health so long as she's immersed in water.

6) Targeting Cursor

While you're controlling Delphi, the targeting cursor has the same highlight function as it does when you're controlling the Meccs (see page 10). There are two Delphi specific additions, and they are...



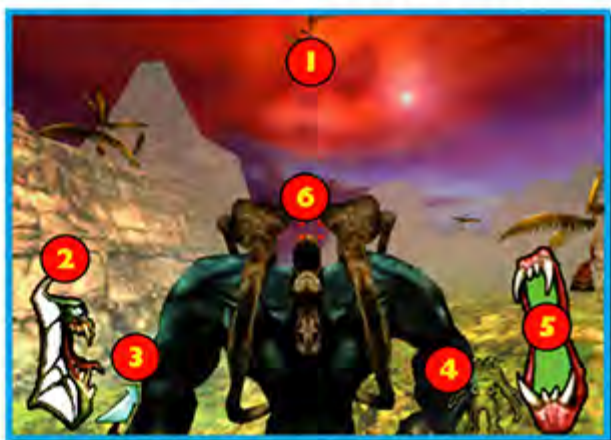
Turbo meter – displays how much turbo charge you have.



Spell target – displays when target is good for the current spell.



KABUTO INTERFACE



1) Game Text

Same as above – game text is displayed in the upper portion of the screen. Not that Kabuto is much for words anyway.

2) Adrenaline Indicator

Displayed in the lower left hand corner of the screen after growing at least once, Kabuto's adrenaline indicator is a measure of his overall energy. Kabuto can perform special attacks that drain his adrenaline to varying degrees. Kabuto's adrenaline will regenerate over time after it has been used. Don't skimp on adrenaline.

3) Run Arrow

Next to the adrenaline Indicator is Kabuto's run arrow. When this arrow is present, Kabuto can sprint for a short duration. Lugging all that weight around is hard work, so Kabuto needs time in between sprints before the run arrow becomes available again. Hint: try to attack a Reaper Guard while running.

4) Growth/Egg Indicator

An outline of Kabuto at the bottom of the screen shows you how close you are to the next stage of growth. When you reach the largest level of development, the growth indicator is replaced by an egg indicator – or as Kabuto likes to call it, "planned parenthood indicator". When the egg is layed and hatches, the egg indicator becomes a health indicator for the offspring.

Kabuto-Offspring Evolution



5) Health Indicator

As with the other races, Kabuto's health indicator is displayed in the lower right hand corner of the screen. The level inside the mouth corresponds directly to Kabuto's health.

6) Targeting Cursor

This cursor is the same as the Meccs (see page 10).

GIFT SHOPS

Smartie gift shops are scattered throughout the islands. Within these shops, the Meccs and Delphi can find an assortment of weapons, items, and spells. Kabuto doesn't really use Smartie shops, as he himself is a mighty weapon. Use the directional buttons to highlight an item and the  button to select. Selecting an item in the giftshop will add that item to the player's inventory if there is an available slot, and selecting an item in the player's inventory will drop that item. Items from the gift shop share the same border color with the player slot(s) that they can go into. When you are done in the gift shop you can press the  button to exit.

MECC GIFT SHOP



1) Gift Shop Medical Indicator

This bar displays the amount of health that the gift shop has to give to an injured player.

2) Player Health Indicator

This is the player's health bar.

3) Gift Shop Backpacks/Items/Weapons

The top three rows show what is available to the Mecc player in each gift shop. The top row is backpacks, middle row is items, and the bottom row is weapons.

4) Item Description

Text that describes the item currently selected.

5) Player Backpack/Item/Weapon Slots

These are the Mecc player slots for a backpack, items, and weapons. From left to right they are: 1 backpack slot, three item slots, and three weapon slots. Notice that the default handgun is always with the player, and is not found in the gift shop.

DELPHI GIFT SHOP



There are a few differences listed below on the Delphi gift shop.

1) Gift Shop Spells/Weapons

The top three rows show what is available to the Delphi player in each gift shop. The top

two rows are spells, and the bottom row is weapons.

2) Player Spell/Weapon Slots

These are the Delphi player slots for spells and weapons. From left to right they are: 5 spell slots and three weapon slots. Notice that the default bow and sword is always with the player, and is not found in the gift shop.

Map View



You can toggle the map screen by pressing the SELECT button. The map screen shows you an overhead view of your current level. Special objects are marked by colored dots, according to the map legend below:

Green dot — Mecc, Mecc teammate, Delphi, Kabuto, and Kabuto offspring.

White arrow — Your direction.

Yellow dot — Base building and Gift Shop object.

Blue dot — Vimp.

Orange dot — Smartie.

Red dot — Crystal and Volcano Pillars.

White dot — Toby 2X-81, Yan and Borjoyzee.

Red pulsating — Mission objective.

Background Story

Before man climbed down from the trees to shop in megastores and drink cappuccino, before Earth wadded itself into a cool blue ball, before PLANET MOON even existed, there was the Island. The Island, a massive fragment of a long-lost planet, hurtling blindly through space. The description evokes the term, "asteroid", but the Island is no dead piece of scorched rock. Even from a distance of light years, the Island's radiant colors distinguish it as an anomaly within the void of the cosmos. True asteroids, decaying and splintered pieces of rock floating quietly around the Island like watchful ghosts, radiate jealousy from their black pores, desperate for the beauty they will never have.

The surface of the Island is mostly water ... if it can be called water. So rich and bright, so vast. Various land formations can be found within the Island's great sea – small continents composed of stone or ice. These landmasses boast curious shapes, some curving gently, some jagged. Seen from the sky, the scattered islands resemble the alphabet of a lost deity, perhaps writing his name upon the surface of a world. Or making a shopping list with whatever materials were at hand. Or doing his taxes.

Anyway, the Island ... whether these small continents are made of rock or ice, they boast some curious life forms. Plants ranging from a few inches in height to thousands of feet. Small humanoid creatures occupying quaint stone huts. A variety of monstrosities, all created by the Island's natural forces ... all but one.

Upon the surface of this paradise wanders the giant, Kabuto. He knows that this is his home, but he does not feel that he belongs. From whence he came, he does not know. The only one of his kind, Kabuto sits alone and longs for company. Every creature he has encountered was ... different. Whether they came from the skies or from the seas, they tried to destroy him. Now, Kabuto trusts no one, and guards the one thing that he loves – the Island, his home.

Little does Kabuto know that the Island was home to others before him. In the oceans, there dwells a race of females called the Sea Reapers. These women, along with their many minions, once ruled the Island with strong will and harsh law. In their pride, they created Kabuto, as a defense against intruders. But Kabuto became conscious of himself, his loneliness, his pain – and he went berserk. The Sea Reapers' creation turned on them, decimating their numbers and driving them into the seas. In time, a wicked new leader arose to lead the survivors: Sappho, the Sea Reaper Queen. Sappho intends to return the Reapers to their rightful position on the Island, as the dominant species, by whatever means necessary. Her daughter, Delphi, isn't so sure of her mother's evil practices. By far the youngest and most innocent of the Reapers, Delphi is just learning the mystical powers known to the others. If only she knew of some alternative to evil ... if only she could speak with someone from the universe outside the Island ...

Perhaps five cockney space aliens on holiday aren't the outsiders Delphi had in mind, but what can you do, eh? Enter Baz, Tel, Reg, Gordon, and Bennett – otherwise known as the Meccaryns (Meccs for short). After leaving their home planet for an annual lads' holiday at the one and only Planet Majorca, their ship is almost immediately attacked and swallowed by the notorious Giant "Gibbon" Fish. Hurtling through space within the belly of the great ship, all the boys could do was get drunk and wait. After two months, the Meccs' ship was ignominiously "discharged" from the bowels of the great beast. Sobering quickly, the Meccs piloted their battered ship towards the nearest chunk of rock for repairs. If you haven't guessed already, they ended up at the Island.

Faced with yet another unscheduled layover while restoring their ship, the Meccs decide to make the best of their temporary home. They're used to harsh conditions, so they explore with the aid of suits and weapons developed through superior technology, scouting the strange world of the Island for signs of life. Just their luck – the natives are already embroiled in their own little war, and the Mecc visitors are most unwelcome!



Meccaryns ... Sea Reapers ... Kabuto ... One island isn't big enough for the three of them.

THE MECCARYNS

Being more technologically oriented than the other races, the Meccs rely primarily on guns, bombs, and other nifty little devices in order to get the job done. Much of the deadly equipment they use is stowed aboard their vacation ship, which might make one wonder exactly what sort of holiday they're headed for. At any given time, Meccs can carry 3 weapons (in addition to their handgun), 3 items, and 1 backpack.

MECC WEAPONS



▪ *Handgun* (default)

The generic Mecc pistol, affectionately referred to as the "Pea Shooter", has a decent rate of fire, but little power behind it. The only real benefit to this gun is its unlimited ammunition. As any traveled Mecc knows, it's better to have a gun and not need one than to need a gun and not have one.



▪ *RPG*

This weapon fires a rocket propelled grenade in a straight line very fast. Any questions?



▪ *Machine Gun*

The machine gun's key selling feature lies in its ability to deliver lots of bullets in a short period of time. The weapon's incredible rate of fire, however, reduces the accuracy of projectiles over a long range. Taking into account the muzzle velocity and... Look, just get as close to the enemy as you can, pull the trigger, and enjoy!



▪ ***Proximity Missile***

Based on the design of the RPG, this weapon uses a similar mechanism to fire a projectile that's roughly the same as the RPG rocket.

The big difference being that the proximity missile will explode when it comes within 50 feet of its target. The proximity missile is a great choice when you're trying to take down any hard to hit enemy – especially if the enemy is airborne. Hint, hint, nudge, nudge - say no more.



▪ ***Sniper Gun***

A favorite weapon for long-range combat, the sniper gun fires a bullet at extremely high velocity directly at the target. Even when fired at very long range, the sniper bullet will achieve a near instantaneous hit, doing a lot of damage. A steady Mecc can take out all kinds of opponents with a sniper gun and plenty of ammo – but long reload times for this weapon can leave you with your pants down once too often. Just ask Reg.



▪ ***Missile Launcher***

Very similar to the RPG, this weapon fires an explosive projectile in a straight line towards the target. The explosive missile, however, will do more damage over a wider area than the RPG projectile.



▪ ***Homing Missile***

Yet another modification of the RPG, this weapon fires a missile that will actually change course to track your target. To fire a homing missile, just keep the crosshairs on your target with the fire button down for a few seconds until locked on. Release the button when ready, and let technology work for you.



▪ ***Millennium Mortar***

If you have some ... other shortcomings, then the millennium mortar is the perfect way to overcompensate for them. It is the big gun. Pull the trigger and the weapon will lob a large projectile at the point you indicated. This projectile will detonate on impact when it strikes a building or

creature, but will sit momentarily if it hits bare ground, exploding after a few seconds. And oh, the explosion! Amidst the chaos of battle, enjoy a moment of contentment as you observe the mighty fireworks display. Just make sure you're far away before you do so.

MECC BACKPACKS

Note that different backpacks have different weights – added weight will make your jetpack work harder to get you up off the ground, which means that you won't be able to go as high. Most of the backpacks are relatively light – the jetpack upgrade doesn't add any weight at all. However, the Deployable Turrets are somewhat heavy – you'll notice the difference – and the Pop-Up Bomb is downright massive.

Carrying a Smartie on your back will add to the weight that your jetpack has to work against. So watch that weight, remember calorie in should equal calorie out people.

▪ **Jetpack** (default)

After you retrieve your jetpack, your Meccs will always carry a jetpack. This device makes moving around the rough terrain of the island much easier than going on foot. It's basically a small propulsion system that will thrust you skyward with each burst. The jetpack has a limited amount of energy, but its energy will recharge over time. Thus, you can remain airborne with a jetpack so long as it has energy. Once it's gone, you'll start falling while the jetpack slowly replenishes its energy stores. Some jetpacks have a nitro boost add-on. The nitro will give your jetpack thruster an extra kick, launching you farther and faster. The nitro boost regenerates when you touch the ground.



▪ **Jetpack Upgrade**

The upgraded jetpack is exactly what you'd expect – an improved version of the original. It's better, faster, stronger, more powerful... order now and we'll include a special set of vibrating attachments that massage tired muscles as you fly. Wait ... the attachments are shaped like what?

Oh ... never mind.



▪ **Repair Pack**

This pack uses your jetpack energy to repair buildings, your teammates, even yourself.



▪ **Shield Pack**

The shield pack uses your jetpack energy to create an invisible shield around you. When your jetpack energy reaches zero, the shield deactivates. A much less

effective invisible shield usually accompanies our Mecc friends on Planet Majorca while sipping on G and T's, unfortunately it is not to be found here.



▪ **Bush Pack**

This pack uses jetpack energy to create a camouflage bush around you. When surrounded by this bush, you can walk (though more slowly than normal), but you

can't fly or attack. A stationary bush is completely invisible to Reaper Guards – moving around will increase your chance of detection. Just remember - if your bush is detected, nothing good can come of it.



▪ **Deployable Turret**

When this pack is activated, you can drop a machine gun turret at your feet. This turret will fire on any enemy who comes near, though it can be destroyed.



▪ **Pop-Up Bomb**

The pop-up bomb is the most powerful bomb in the Mecc arsenal. Larger than a grenade but smaller than a nuclear weapon, the pop-up bomb is capable of doing massive damage to a

collection of structures or group of creatures. While carrying this device around on your back, you'll have some difficulty getting airborne due to the thing's immense weight – it's darn heavy. No Mecc, outside of maybe Reg, is used to carrying such a heavy beast.

MECC ITEMS



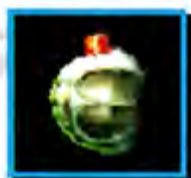
■ *Mine*

Once you drop this mine it'll burrow into the ground leaving only its top showing. If any enemy comes within range it will pursue them, blowing up upon impact or within 5 seconds of activation (whichever comes first).



■ *Health Syringe*

You can use a health syringe at any time to replenish some of your health.



■ *Grenade*

Activating a grenade, you'll promptly lob the explosive at the point indicated by your targeting cursor (within a limited distance). After a few seconds, the grenade will explode. Whee! Grenades work well while flying – you can drop them on enemies below while cackling maniacally.



■ *Flare*

If alerted that a homing missile is locked on to you, you can jettison a flare to confuse the approaching missile while you make your getaway.

MECC COMMANDS

You and your Meccaryn buddies travel together, drink together, woo women together – it's only natural that you fight together too.

During the game, you'll find that your Mecc buddies – are only too ready to take your orders when it comes to adventure and battle. Your buddies can use their jetpacks to fly to locations, carry guns just like you, and have a true love for kicking ass. They will follow your orders to attack, go to positions that you point out, or return to you.

MECC BASE

You start with a "pit" (with a "meat drop off" circle in front) and a "Smartie drop off" circle. The pit is where you bring

Vimp meat that you've collected – Smarties that work for you will go to the pit immediately after a task is done for some good old Vimp chunks. The Smartie drop off circle is where you need to bring any Smarties you gather. You can only carry one Smartie on your back at a time, and when you do, you'll want to bring him here. Once you've returned a Smartie to your base they will begin building. When you run out of food your Smarties will stop working so keep dropping off that Vimp meat. As long as your base has enough Smarties and Vimp meat your base will continue to be built in this order.



▪ **Pub**

Built on top of the pit, the pub is a place for your Smarties to eat and drink. Now if you could only talk them into building a Mecc pub.... hmmm.



▪ **Workshop**

The workshop allows your Smarties to develop materials needed to create walls around your base as well as cool devices for your inventory and other buildings. Once the workshop is built, you can build walls around your base as well as a gift shop.



▪ **Gift Shop 1**

The gift shop is where you can acquire nifty guns, packs, and other items. Also, visiting the gift shop will restore your health and ammunition for all the guns you're carrying.



▪ **Wood Walls**

The first level of wall is made of wood. All four sides of your base will have walls built to help keep enemies out. The side closest to your pub is actually a gate that will open up for you when you get close enough.



▪ **Command Center**

Protection provided by the command center building can be extremely useful when you're trying to avoid enemy fire.



▪ **Generator**

The generator is an upgraded version of the workshop. Once you have a generator, all of your base's structures will have an additional shield added to their health.



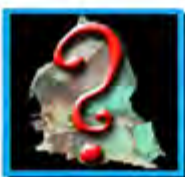
▪ **Gift Shop 2**

Gift shop 2 – that's where the truly cool weapons of mass destruction fall into the wrong hands ... your hands. Get ready for all the cool weapons you truly deserve.



▪ **Stone Walls**

This is the upgraded walls now made out of stone. They provide better defense by withstanding more punishments from your enemies. Like the wooden walls the front portion is actually a gate that will open up to let you in.



▪ **Party House**

The party house is a little sliver of Smartie heaven – it keeps the little buggers happy enough to be downright inspired. Inspiration, of course, leads to more cool stuff for you. Check the gift shop when this is finished.

24

THE SEA REAPERS

Where the Meccs rely upon science and technology to lend them superior firepower, the Sea Reapers' strength lies in their mystical energy.

While you're playing Delphi, you'll use this energy to form her weapons, cast devastating elemental spells, even create a well-fortified base. Delphi can carry 3 special bows in addition to her default sword and regular bow. She can also "store" up to 5 spells.

DELPHI WEAPONS



▪ **Sword (default)**

Graceful and deadly at the same time, Delphi can perform simple slashing moves with her sword. Striking a single enemy with a

sequence of cuts, Delphi will perform combination moves that are truly deadly. Many opponents have ranged armaments, making it dangerous for Delphi to close the distance to sword-swinging range. In conjunction with her turbo ability, however, Delphi can zoom in right next to an opponent, cut him from groin to throat, and be away before the poor sap knows how he died.



▪ ***Bow (default)***

This bow is Delphi's equivalent of the Mecc handgun. Shots with this bow are fast, but not powerful. Fortunately, due to the bow's mystical nature, it has unlimited ammo.



▪ ***Lightning Bow***

The lightning bow is a more powerful version of the regular bow, with a faster shot speed – this makes it an ideal sniper weapon.



▪ ***Hellfire Bow***

This bow fires explosive arrows – very nasty.



▪ ***Screamer Bow***

The screamer bow fires a screaming skull that will home in on a target once you've locked on. Simply hold down the fire button and a lock on bracket will appear around the target.

When you release the button, the skull will seek out the target and explode on impact. Very convenient for fast or flying opponents.



▪ ***Power Up Bow***

This is the ideal weapon for mass carnage.

While wielding the power up bow in combat, hold down the fire button, similar to the lightning bow. As you hold the button down, glowing halos will appear around targets in an ever-increasing area in front of you. When you release the fire button, the power up bow will fire multiple projectiles, one at each of the selected targets. As if all of that wasn't enough, these projectiles will explode on impact.

DELPHI SPELLS



▪ **Smartie Grab/Bubble Spell**

Soul Energy Drain: Low

Originally developed by Yan the supreme lazy Smartie, this spell allows you to magically ensnare a Smartie from a distance. When cast on a targeted Smartie (within a certain range), a bubble will form around the creature, carrying him back to you.



▪ **Teleport**

Soul Energy Drain: Low

This spell teleports Delphi to a new location. At the same time, casting this spell will create a few stationary Delphi clones to confuse the enemy. These clones will disappear over time, or as soon as they are hit.



▪ **Repair**

Soul Energy Drain: Medium

Delphi can use this spell to repair damaged structures in her base. Simply target the structure that's battered or broken and activate the spell to perform repairs.



▪ **Healing**

Soul Energy Drain: Medium

This very handy spell will heal a portion of Delphi's health with every cast. What self respecting sorceress would leave the comfort of her own home without a healing spell at the ready?



▪ **Cluster**

Soul Energy Drain: Medium

When Delphi casts this spell, she will hurl a fist-sized object at the targeted spot. Upon impact, the object will burst, throwing small explosives out in a circle, doing damage to anything in its radius.



▪ **Cluster Mine**

Soul Energy Drain: Medium

This spell is similar to the Cluster spell above, but instead of launching a projectile outward, Delphi will leave a mystical object on the ground where the spell is cast. This object, when an enemy comes near it, will explode, hurling smaller explosives a short distance around, damaging any creature in the area.



▪ **Cloak**

Soul Energy Drain: Medium

Casting this spell turns Delphi into a fast moving trail of green mist for a short amount of time. While in this mist form, Delphi is not only invincible, she will poison any creature she touches.



▪ **Slow Time**

Soul Energy Drain: Medium

When Delphi casts this spell, she will create a dome of slow time with a fixed radius, centered on the targeting cursor. Creatures caught within this dome can still move and attack, but at a much slower rate – it's very easy to avoid their attacks and pick them off one by one.

Note that Delphi can enter the dome without being affected by the time distortion magic. The slow time dome has a limited duration. After it disappears, any creature caught inside will return to normal speed.



▪ **Shrink**

Soul Energy Drain: Medium

This spell will damage any target creature while shrinking it to half of its original size – simply target the creature and cast away. The psychological effect on male opponents alone is quite devastating.





▪ ***Follow***

Soul Energy Drain: Medium

When Delphi casts this spell, two projectiles will home in on the targeted creature. Upon impact, these projectiles will lift the creature in the air and hold him there. A third projectile will then appear, homing in and exploding when it hits the struggling victim.



▪ ***Summon Firewall***

Soul Energy Drain: High

Casting this spell creates a wall of fire at the targeted point. This wall will immediately sweep forward, away from Delphi, a short distance, setting fire to any creature in its path. Note that, if you are on fire, you can quickly put yourself out by jumping in water.



▪ ***Summon Hail***

Soul Energy Drain: High

When you cast this spell, you'll get a top-down view of the targeted spot. When this view appears, you have a certain amount of time to target spots on the ground. When regular game play resumes, giant pieces of hail will stream down from the sky to strike each of the points you targeted, doing massive damage to any creature in the area of impact.



▪ ***Summon Fire Circle***

Soul Energy Drain: High

When you cast this spell, a cone of fire will appear at the point you're targeting. This cone is essentially a trigger point. You must walk to the cone in order to trigger the fire circle – at this point, a circular wall of flame will expand outward from the cone. The flames won't hurt you, but they'll burn anything they touch. Creating a fire circle isn't all that simple, though. Your enemies can shoot the cone to trigger the fire circle prematurely – if the flames hit you in this case, you will take damage. Furthermore, the fire cone won't last forever. After a short amount of time, it will disappear, and the power of the fire circle will disperse.



▪ **Summon Tornado**

Soul Energy Drain: All

Powerful and incredibly fun, this spell creates a monstrous tornado at the targeted point. Any small creature who goes near this tornado (with the exception of yourself) will immediately get yanked up into the air, whirling frantically around the tornado's circumference. Large creatures will remain grounded, but will take damage so long as they remain near the tornado – high speed winds plus tiny particles of debris equals innumerable bullet like projectiles whirling through the air. Now, the unfortunates that have achieved lift-off will also take some damage as they continue to rise. But wait ... there's more! After a short period of time, the tornado will disperse, dropping any airborne creatures from a phenomenal height, to collide messily with the ground below.

REAPER RACING

Some special game levels will give Delphi access to a one person aquatic vehicle. When available, the Reaper Ski is the preferred mode of travel over the water. Due to its magical nature, the Reaper Ski can even run on land, though moving much more slowly than in water. The Reaper Ski can be augmented with power ups like turbo boosts and missiles (which are conveniently found floating on the water surface). Acquired power ups will be shown on the bottom of the interface. As long as Delphi is on a Reaper Ski, the health indicator refers to the vehicle.

SEA REAPER BASE

The Sea Reaper base is very similar to the Meccaryn base, with the main exception that many of the structures and devices are magical in origin rather than technological. As with the Meccs, you want to return Smarties to your base in order to begin construction. When you encounter an unaligned Smartie, you'll encase him or her in a mystical bubble, which will float along behind you until you get back to your base. When building a Sea Reaper base, you begin with a "pit" – this little device will bend the Smarties you return here to your will, allowing them to work for you. Near the pit, you'll see a "soul drop off" point as well as a "Smartie drop off" point nearby. Bring the collected

souls of slain Enemies to the pit to provide it with energy. Without energy, your pit won't work its mystical mojo on your Smarties, and your Smarties won't work for you. Once you've returned your first Smartie to your base, your Smaries will begin building. See the Mecc equivalent buildings under Mecc Base (page 24) for a general description of each structure's function.



▪ **Persuader**
(Mecc equivalent, Pub)

▪ **Spell School**

(Mecc equivalent, Workshop)



▪ **Spell Shop 1**
(Mecc equivalent, Gift Shop 1)

▪ **Lesser Magic Walls**

(Mecc equivalent, Wood Walls)



▪ **Command Center**
(Same as Mecc)

▪ **Shield Generator**

(Mecc equivalent, Generator)



▪ **Spell Shop 2**
(Mecc equivalent, Gift Shop 2)

▪ **Greater Magic Walls**

(Mecc equivalent, Stone Walls)



▪ **Party House** (Same as Mecc)

KABUTO

Attacks and items

One giant, angry can of whoop-ass. The big bruiser. Kabuto. His weapons are primitive, but effective, using his hands, his feet, his entire body weight. Kabuto's size and strength gives him superiority over any single creature that he might meet – hell, over any group of a dozen creatures that he might meet.

On top of this, he can hatch smaller offspring to help the cause. Language skills are lacking, but who's going to tell him?

Kabuto eats Evil Smarties to grow to new levels of crunching terror. As Kabuto gets larger, so does his repertoire of punishing attacks. But when punishing just isn't enough, hold down the adrenaline button to charge Kabuto's attack. The longer you hold it down, the more powerful the attack is, draining more adrenaline. Of course, the amount that you can charge an attack depends upon Kabuto's size. Once you've charged the attack to your liking, you can launch either a hand or foot attack. Kabuto will automatically choose the most appropriate attack (punch, kick, etc...) based on where the target is in relation to the player. Kabuto has three levels of adrenaline attacks for both hands and feet. More powerful attacks tend to be slower – small, fast opponents can sometimes get out of the way while you're winding up a big fat killer blow.

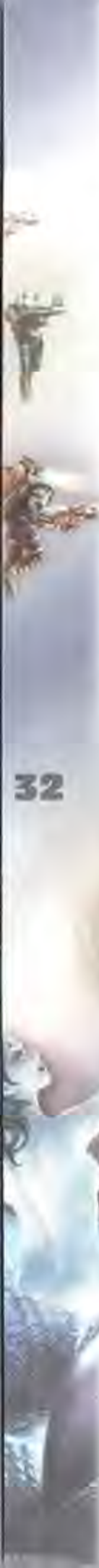
Kabuto Level 1

Ahhh, the starting size of Kabuto. Being a Kabuto not only means large damaging strikes but choices.

Throwing Stuff

Kabuto can make a pretty darn nasty missile weapon out of anything that he can get his big scaly fist around. Reaper Guards especially hate it when Kabuto grabs one of them and hurls him at his best buddy – both will take serious damage (usually weighted more heavily toward the projectile) and their friendship will suffer irreparable harm. Of course, Kabuto can pitch any creature he likes at cliff walls, buildings, or far out to sea ... all with fatal





consequences. Kabuto can also throw large boulders. When Kabuto throws one of these ten ton rocks, even at the ground near a cluster of enemies, the pulverizing rock and flying stone shards equal a large explosion. In a word: Ouch. Some parts of the landscape have volcanic columns where Kabuto can find boulders that continually replenish – knock the top off of one of these columns and seismic forces will soon push another out of the soil.

Running Kick

While running, press the attack button to initiate a running kick. This will direct Kabuto to give the target a World Cup style boot.

Running Grab

While running, press the grab button to initiate a running grab. Kabuto will slide along the ground, snatching up his trembling target.

Kabuto Level 2

At this level you have all of Kabuto's level 1 attacks along with the first level adrenaline attacks.

Adrenaline Punch

This is the first level of adrenaline hand attack. Being that Kabuto's fist is bigger than most things it'll connect with, it's hardly fair to call this a punch. The extra bit of adrenaline makes all the difference, say, when you're brawling with a house.

Foot Stomp

This is the first level of adrenaline foot attack. Foot go up. Little person scream in horror. Foot go down. No more scream. Kabuto like quiet.

Kabuto Level 3

More attacks, muahahaha.

Two- Handed Slam

This is the second level adrenaline hand attack. Kabuto brings his hands together to form an immense mallet of knuckles and fury. When he swings his fists down on a target, any target, the chunks will fly.

Jumping Stomp

This is the second level of adrenaline foot attack. See foot stomp above – multiply by two.

Kabuto Level 4

Elbow Drop

This is a third level adrenaline hand attack. Ah, the pro-wrestling classic. As timeless as it is punishing, the elbow drop can crush creatures and buildings alike.

Belly Flop

This is a third level adrenaline hand attack. Kabuto leaps into the air, stretching his massive form to poise spread eagled in the air above his target, blotting out the sun itself. Then, like your overweight Uncle Carl at last year's family reunion, leaping gut first into the pool, the bulky behemoth descends. The difference here is that Kabuto isn't hitting water – and whatever comes between him and the ground is going to quickly become a small smear.

Butt Flop

This is a third level adrenaline foot attack. Like the belly flop, but with less dignity. Kabuto goes airborne, crashing into the ground gluteus maximus first as if to say to his opponents, "Kiss my hairy monster ass!"

Cannonball

This is a third level adrenaline foot attack. Kabuto's playful side comes to the fore as he folds into a great muscular sphere and hurls himself at his foes. Oh Kabuto, you're just a big hateful kid, aren't you?

Magnifying Glass

When Kabuto picks up a special gemstone, he can hold it aloft to fire a wide laser at the ground, which then narrows and grows in intensity. At this point, Kabuto can control the laser from a standing position (use attack button to fire). All creatures unfortunate enough to have this beam fall upon them will slowly burn, taking damage as smoke curls out of their pores.



Kabuto's Offspring

When a full size Kabuto eats a Smartie, he can lay an egg that will hatch into an offspring. Offspring are much smaller versions of Kabuto, but they can grow when they're fed plenty of meat. Offspring can be used to protect areas, fetch creatures for Kabuto, or simply attack and eat targeted enemies. You can even pick up your Offspring and throw them at your enemies – a little extra push to get them to the target a bit more quickly.

Kabuto's Weak Spot

Kabuto is a pretty tough character overall, but he can be killed if he takes a lot of punishment over a long period of time. Considering Kabuto's size and power, not many opponents will be given the opportunity or time to chip away at him. However, the Sea Reapers designed their ultimate weapon with a kill switch – literally. In the center of Kabuto's torso is a small shield. This shield will open when an opponent comes within a certain range, revealing Kabuto's weak spot.

This weak spot is a very small target which, when it takes a direct hit, will put an end to Kabuto. This can be very convenient for Kabuto's enemies (provided they can get close enough to open the shield without being crushed in Kabuto's ham fist), but very inconvenient for Kabuto.

CAST OF CHARACTERS

MECCARYNS

Five cockney space aliens: Baz, Tel, Reg, Gordon, and Bennett – otherwise known as the Meccaryns (Meccs for short).

On their way to a holiday at the infamous Planet Majorca, the Meccs are swallowed by a giant space fish and defecated into the vicinity of the Island. Nursing a broken ship and massive hangovers, the Meccs limp towards the strangely



beautiful world, where they find a most violent welcoming party. Forced to remain on the island while repairing their ship, the Meccs have the advantage of teamwork and superior technology when dealing with unfriendlies. Their goal: to get their ship up to top speed and take a well deserved vacation at Planet Majorca. If they have to kill everything on the Island in order to accomplish that goal, well then ...

Baz

Baz (short for "Basil") is the leader of the group, the most intelligent of the lot and, consequently always frustrated by the ineptitude of his mates. That said, he loves his mates like brothers and will do anything to protect them. Like the rest of the group, Baz loves a pint. Unlike the others, however, he insists on finishing the job at hand before thinking about the fun he's missing.

Reg

Reg is the technical maestro of the group. He's polite, even to the point of being timid. But when he gets pissed off, you'll know it. Reg is also the womanizer of the bunch – more than anything, he wants to get to Planet Majorca as soon as possible for a few libidinous delights with the beautiful Majorcan ladies.

Tel

In his grating cockney voice, Tel often complains that he's unjustly branded as the complainer of the group. Of course, the irony of this situation escapes him.

Gordon and Bennett

Gordon and Bennett love their beer, love their women, and love their holiday destination: Planet Majorca. They rarely think beyond those three things. These two fellows are rather dense, but in a lovable way (even when they engage in psuedo-intellectual conversations and argue the night away). Gordon and Bennett always seem to be together, inevitably causing trouble.

SEA REAPERS

Exotic female creatures complete with crimson eyes and skin of a soft bluish tint, the Sea Reapers were the dominant life form of the island for long ages. They lorded over all other Island life with absolute power bordering on



the tyrannical. In an effort to discourage any unwanted visitors from approaching their bucolic home, the Sea Reapers created Kabuto, a massive giant creature with brutish tendencies. Unfortunately for the Reapers, Kabuto was too well suited to his purpose. He not only defended the Island against any intruders, he chased the Sea Reapers into the surrounding oceans. Adapting to their new home, the Sea Reapers developed mystical powers.



From lightning fast attacks with sword and bow, to elemental spells on a grand scale.

Delphi

Delphi is the youngest and most innocent of the Sea Reapers, as well as the daughter of Queen Sappho. Delphi doesn't always agree with the other Reapers' severe methods, but she doesn't know of any alternative. She is certain, however, that she must put an end to her mother's evil reign. When the game introduces Delphi, she is just growing into her powers, hoping to refine and increase her abilities with the help of her famed tutor, **Yan, the Samurai Smartie!**

KABUTO

You don't know how you came to exist upon this beautiful Island, nor do you know of any other creatures like yourself. Stomping around in existential



frustration, you only know two things for sure: you are very big and you're mad as hell. Created by the Sea Reapers to defend the Island, Kabuto went a little berserk and chased all the Reapers into the ocean.

Standing over ten times the height of a normal person, Kabuto is a truly massive brute, capable of swallowing opponents whole or destroying entire villages with his prodigious posterior. As Yan the Samurai Smartie says, "When big Kabuto ass drop from sky, run like your nuts are on fire." While playing a 900-ton monstrosity of bone and muscle may seem appealing, there is one problem. When the Sea Reapers made

Kabuto, they gave him a single fatal flaw – a weak spot in his tough skin, located directly in the center of his gut.

Offspring

Kabuto offspring are much smaller versions of the big cheese. When Kabuto eats enough Smarties, he can lay an egg that hatches into one of his offspring. Kabuto can then give his offspring simple commands, such as attack/eat, fetch, and return. Offspring start fairly small, but can grow to almost half of Kabuto's height if they are fed enough Vimp meat.

OTHER CHARACTERS

Check out some of the other more popular characters you'll encounter. Beware some do bite.

Smarties



Smarties are the hardy, indigenous little people who inhabit the island. For the most part timid creatures, Smarties can be extremely helpful when joined to your cause.

Smarties will guide you through the details of game play, give you some of your mission objectives, and help you build a base (when applicable)

For Sea Reapers and Meccs, Smarties are one of the primary resources needed to build a base. Smarties will not only raise structures, they will also develop new weapons for the Reapers and Meccs (available in the Gift Shop). But in order for your Smarties to be productive, you first need to keep them happy. Protect them, feed them, and offer them a pub where they can get plastered. Kabuto uses Smarties in a slightly different manner. Rather than nurture and care for these mischievous scamps, Kabuto simply eats them.

When Kabuto devours enough Smarties, the creatures are transformed into a viable mutant egg within Kabuto's belly. At this point, Kabuto can get in touch with his feminine side, straining momentarily before giving birth to the egg. Shortly thereafter, the egg will hatch and yield a mini- Kabuto.

Vimps



Extremely docile and not very bright, Vimps are the cattle of the island. Vimps can usually be found strolling across the idyllic plains in herds, gently grazing as they await a grisly demise. Cooked Vimp is a staple of the Smartie

diet, while Kabuto prefers to gobble Vimps raw. Either way, Vimp meat restores lost energy just like a high priced sports drink ... but with bones. Kabuto can down Vimps like fleshy nachos in order to regain health. Meccs refrain from Vimp consumption (perhaps they're squeamish, though reports from the Smarties insist that the meat tastes just like chicken). Instead, they need Vimp meat in order to keep Smarties happy at their base. Killing Vimps will turn them into small heaps of quivering steak, which Meccs can gather and return to base. Remember: a bellyful of Vimpy goodness equals more productive Smarties. Sea Reapers need Vimps as well, but instead of collecting their meat to feed Smarties,

Delphi can kill Vimps and gather their souls. She uses these souls to power the mystical mechanisms that keep her base going.

Reaper Guards

The Guards comprise the bulk of the Reapers' assault forces. They are the bodyguards, the soldiers, the grunts. While Reaper Guards lack any magical abilities, they do possess the requisite number of limbs and coordination skills to fire a weapon. Beyond that ... well, they aren't the brightest of bulbs. You'll often find groups of Reaper Guards patrolling the valleys of the Island or guarding a Reaper settlement, clutching heavy armament in their scaly fists. Reaper Guards are also likely to show up when you're building a base, making it hard for you and your Smarties to get any work done. There are many kinds of Reaper Guards, carrying different weapons and using



different modes of transportation ... you'll just have to stay on your toes and be ready for anything when encountering these guys.

Sonak



This great lumbering beast is the favored method of transportation for the Reaper Guards. While ponderous and none too bright, the Sonak's rigid hide makes it extremely difficult to kill. In addition to

the gun turrets that the Reaper Guards often mount on the back of a Sonak, these creatures have their own natural defense mechanisms. Sonaks possess the ability to cause the ground around them to ripple and heave simply by stomping their enormous feet. A Sonak can also harm opponents with its destructive scream, projecting disorienting sound waves out of its vast maw. If these waves hit you, you'll lose your jetpack/turbo ability for a short period of time.

Charger



The Charger is an incredibly fierce territorial creature. Once it settles on a spot, it will rarely attempt to leave that spot, even if fired upon from a distance. Not that a Charger would even feel anything short of a planet

colliding with its skull, the creature's skin is that tough. A Charger will attack any creature to come near its nest, roaring as it barrels down on the unsuspecting intruder. If you happen to be the unfortunate individual placed in the path of this monster's charge, you have two choices. One, you can flee like a frightened child (not that there's any dignity lost in running away from a Charger). Two, you can try to shoot the creature in its mouth as it charges, which is the only possible way to damage it, much less kill it. Of course, as you take aim, you'll have to remember that several tons of horn and muscle are approaching at a very high velocity on a collision course with your comparatively frail form. At the point of contact, if you don't simply break apart like a water balloon, you'll



probably wish that you did as you fly through the air, spurting precious life fluids in all directions. And even if you do manage to fire a shot into the beast's gullet, you'll have to get out of its way quickly or get mashed to a pulp before its irresistible charge.

Rippers



With ninety percent of their body mass composed of claws and teeth, these insect-like creatures can be ferocious enemies. Rippers are often found in packs, barely visible with the majority of their bodies burrowed underground. Like many of the other creatures of the Island, Rippers serve the Sea Reapers, their sheer numbers ensuring that no unwanted visitor will set foot on the Island without some resistance. Rippers come in three sizes:

Small: Small Rippers move slowly, always remain above ground, and possess a savage biting attack. The husks that spawn small Rippers can be destroyed, cutting off their limitless supply of these immature enemies.

Medium: Medium Rippers are much tougher than their fetal counterparts. In this stage, the Ripper can move at medium speed above ground or underground. Additionally, medium Rippers can spit flaming orb projectiles at you while they are above ground. When a medium Ripper is killed, it leaves behind a glowing sphere that will restore a moderate amount of health when picked up.

Large: These are the Rippers you have to watch out for. Large Rippers are bulky, but can move fast above or below ground. They can spit a massive blue fireball over long range, hitting with the concussive force of a grenade. When a large Ripper is killed, it leaves behind a glowing sphere that will restore a significant amount of health when picked up.

STRUCTURES

Below are some of the more important structures you'll find.

Barracks

The Barracks are the living quarters for the Reaper Guards, and they come in different sizes. Often, several Guards will guard a Barracks at once. When a battle occurs near a Barracks, more Reaper Guards will pour out of the doors, armed and ready to deal with whatever threat approaches. Barracks can only replenish a certain amount of guards, but you can stop this process by destroying the structure altogether.

Turrets

Turrets often guard larger Reaper settlements, laying down heavy caliber cannon fire at any ground enemies who come within range of their sensors.

SAM Turrets

SAM (surface- to- air missile) turrets are designed to repel airborne invaders, and do not threaten intruders on the ground. These devices sweep the skies with mid- range scanners. Any flying enemy who approaches a SAM Turret will quickly receive a missile lock- on warning – from there, it gets downright ugly. Missiles fired by this turret will track you with fair accuracy, moving fast and with eerie purpose. Unless you're capable of some very fancy maneuvering, the blast from one of these missiles will almost certainly tear you in half as soon as it strikes.

Husks

Similar to barracks, husks are organic pods that house and spawn Rippers. When you're faced with a whole heap of hostile Rippers bearing down on you, husks are more than likely the root of the problem. What's more, you can probably throw all of your ammunition at the Rippers without thinning their numbers ... until you get the bright idea to blast away at the husks that's spitting them out. Husks come in two sizes, small (only spawns small Rippers) and large (spawns medium and large Rippers).



HINTS & TIPS

Giants is an action game, so never be afraid to go in blasting. Even if the result isn't favorable, you'll always have the opportunity to replay the mission.

When you go up against Reaper armies during base building missions, start setting up defenses early. And keep an eye on your immediate surroundings just in case they're planning on attacking the rear of your base!

Meccs

- Be careful when using your jetpack for long distance flying. You don't want to overshoot a cliff and land in the water (fatal for a Mecc), nor do you want to end up high above the ground with no fuel to ensure a safe landing – if you take a hard fall from a great height, you'll feel the burn.
- Don't forget to use your Mecc buddies. They can be a great help during a fight. Even if it's just to draw enemy fire away from you.

Delphi

- Once you acquire the turbo ability, you can zip across the landscape rather quickly and easily.
- Don't be afraid to go back to a gift shop for a quick spell or weapon recharge.
- If things get a little rough, jump in the water and take a breather. This will not only heal Delphi for tough battles, it'll give her soul energy to launch a counter-attack with spells.

Kabuto

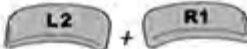
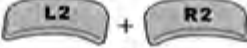
- Remember: The biggest creature has the right of way.
- Try to eat evil Smarties whenever you get a chance. You can get much more powerful attacks as you grow.

Appendix A

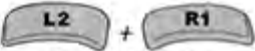
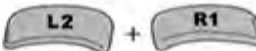
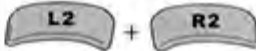
CONTROLLER CONFIGURATION – B

Controller	Mecc Controls	Delphi Controls	Kabuto Controls
Left Analog stick, Up/down	Move forward/back	Move forward/back	Move forward/back
Left Analog Stick, Left/right	Turn left/right	Turn left/right	Turn left/right
Right Analog Stick, Up/down	Look up/down	Look up/down	Look up/down
Right Analog Stick, Left/right	Strafe left/right	Strafe left/right	Strafe left/right
Directional Buttons	Activate Zoom Mode/ Zoom in (Up) De-Activate Zoom Mode/ Zoom out (Down)	Activate Zoom Mode/ Zoom in (Up) De-Activate Zoom Mode/ Zoom out (Down)	Activate/De-activate Magnifying Glass (Up)
 Button	Jetpack thrust	Turbo	Charge Adrenaline
 Button	Teammate commands  +  Attack target/ defend location  +  Go to location  +  Return	Jump	Lay Egg Offspring commands  +  Attack target  +  Fetch  +  Return
 Button	Attack	Attack	Attack (no creature in hand) Eat (creature in hand)
 Button	Use current item/ backpack	Cast current spell	Grab (no creature in hand) Throw (creature in hand)
 Button	Next Weapon	Next Weapon	Jump
 Button	Next Item/backpack	Next Spell	Run
 Button	 +  Drop weapon  +  Drop item/backpack	 +  Drop weapon  +  Drop spell	Roar
START Button	Main menu	Main menu	Main menu
SELECT Button	Map view	Map view	Map view
R3 Button (press right analog stick)	Center view	Center view	Center view

CONTROLLER CONFIGURATION – C

Controller	Mecc Controls	Delphi Controls	Kabuto Controls
Left Analog stick, Up/down	Move forward/back	Move forward/back	Move forward/back
Left Analog Stick, Left/right	Turn left/right	Turn left/right	Turn left/right
Right Analog Stick, Up/down	Look up/down	Look up/down	Look up/down
Right Analog Stick, Left/right	Strafe left/right	Strafe left/right	Strafe left/right
Directional Buttons	Previous/next item (Up/Down) Previous/next weapon (Left/Right)	Previous/next spell (Up/Down) Previous/next weapon (Left/Right)	Run (Up/Right) Roar (Down/Left)
 Button	Jetpack thrust	Turbo	Charge Adrenaline
 Button	<i>Teammate commands</i>  +  Attack target/ defend location  +  Go to location  +  Return	Jump	Lay egg <i>Offspring commands</i>  +  Attack target  +  Fetch  +  Return
 Button	Attack	Attack	Attack(no creature in hand) Eat (creature in hand)
 Button	Use current item/ backpack	Cast current spell	Grab (no creature in hand) Throw (creature in hand)
 Button	Activate Zoom Mode/ Zoom in	Activate Zoom Mode/ Zoom in	Activate/De-activate Magnifying Glass
 Button	De-Activate Zoom Mode/ Zoom out	De-Activate Zoom Mode/ Zoom out	—
 Button	 +  Drop weapon  +  Drop item/backpack	 +  Drop weapon  +  Drop spell	Jump
START Button	Main menu	Main menu	Main menu
SELECT Button	Map view	Map view	Map view
R3 Button (press right analog stick)	Center view	Center view	Center view

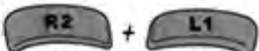
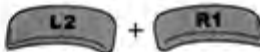
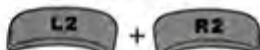
CONTROLLER CONFIGURATION – D

Controller	Mecc Controls	Delphi Controls	Kabuto Controls
Left Analog stick, Up/down	Move forward/back	Move forward/back	Move forward/back
Left Analog Stick, Left/right	Strafe left/right	Strafe left/right	Strafe left/right
Right Analog Stick, Up/down	Look up/down	Look up/down	Look up/down
Right Analog Stick, Left/right	Turn left/right	Turn left/right	Turn left/right
Directional Buttons	Previous/next item (Up/Down) Previous/next weapon (Left/Right)	Previous/next spell (Up/Down) Previous/next weapon (Left/Right)	Run (Up/Right) Roar (Down/Left)
 Button	Jetpack thrust	Turbo	Charge Adrenaline
 Button	<i>Teammate commands</i>  Attack target/ defend location  Go to location  Return	Jump	<i>Lay Egg</i> <i>Offspring commands</i>  Attack target  Fetch  Return
 Button	Attack	Attack	Attack (no creature in hand) Eat (creature in hand)
 Button	Use current item/ backpack	Cast current spell	Grab (no creature in hand) Throw (creature in hand)
 Button	Activate Zoom Mode/ Zoom in	Activate Zoom Mode/ Zoom in	Activate/De-activate Magnifying Glass
 Button	De-Activate Zoom Mode/ Zoom out	De-Activate Zoom Mode/ Zoom out	—
 Button	 Drop weapon  Drop item/backpack	 Drop weapon  Drop spell	Jump
START Button	Main menu	Main menu	Main menu
SELECT Button	Map view	Map view	Map view
R3 (press right analog stick)	Center view	Center view	Center view

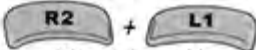
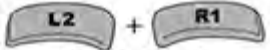
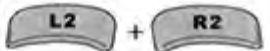
CONTROLLER CONFIGURATION – E

Controller	Mecc Controls	Delphi Controls	Kabuto Controls
Left Analog stick, Up/down	Move forward/back	Move forward/back	Move forward/back
Left Analog Stick, Left/right	Turn left/right	Turn left/right	Turn left/right
Right Analog Stick, Up/down	Look up/down	Look up/down	Look up/down
Right Analog Stick, Left/right	Strafe left/right	Strafe left/right	Strafe left/right
Directional Buttons	Activate Zoom Mode/ Zoom in (Up) De-Activate Zoom Mode/ Zoom out (Down)	Activate Zoom Mode/ Zoom in (Up) De-Activate Zoom Mode/ Zoom out (Down)	Activate/De-activate Magnifying Glass Mode (Up)
 Button	Strafe left	Strafe left	Strafe left
 Button	Jetpack thrust	Turbo	Jump
 Button	Strafe right	Strafe right	Strafe right
 Button	Next weapon	Next weapon	Charge Adrenaline
 Button	Attack	Attack	Attack (no creature in hand) Eat (creature in hand)
 Button	Use current item/ backpack	Cast current spell	Grab (no creature in hand) Throw (creature in hand)
 Button	Next item	Next spell	Run
 Button	<i>Teammate commands</i>  +  Attack target/ defend location  +  Go to location  + Down Button Return	Jump	<i>Lay Egg</i> <i>Offspring commands</i>  +  Attack target  +  Fetch  + Down Button Return
START Button	Main menu	Main menu	Main menu
SELECT Button	Map view	Map view	Map view
R3 Button (press right analog stick)	Center view	Center view	Center view

CONTROLLER CONFIGURATION – F

Controller	Mecc Controls	Delphi Controls	Kabuto Controls
Left Analog stick, Up/down	Look up/down	Look up/down	Look up/down
Left Analog Stick, Left/right	Turn left/right	Turn left/right	Turn left/right
Right Analog Stick, Up/down	Move forward/back	Move forward/back	Move forward/back
Right Analog Stick, Left/right	Strafe left/right	Strafe left/right	Strafe left/right
Directional Buttons	Previous/next item (Up/Down) Previous/next weapon (Left/Right)	Previous/next spell (Up/Down) Previous/next weapon (Left/Right)	Run (Up/Right) Jump (Down/Left)
 Button	Attack	Attack	Attack (no creature in hand) Eat (creature in hand)
 Button	Use current item/ backpack	Cast current spell	Grab (no creature in hand) Throw (creature in hand)
 Button	Jetpack thrust	Turbo	Charge Adrenaline
 Button	<i>Teammate commands</i>  Attack target/ defend location  Go to location  Return	Jump	<i>Lay Egg</i> <i>Offspring commands</i>  Attack target/  Fetch  Return
 Button	Activate Zoom Mode/ Zoom in	Activate Zoom Mode/ Zoom in	Activate/De-activate Magnifying Glass
 Button	De-Activate Zoom Mode/ Zoom out	De-Activate Zoom Mode/ Zoom out	—
 Button	 Drop weapon  Drop backpack/item	 Drop weapon  Drop spell	Roar
START Button	Main menu	Main menu	Main menu
SELECT Button	Map view	Map view	Map view
R3 (press right analog stick)	Center view	Center view	Center view

CONTROLLER CONFIGURATION – G

Controller	Mecc Controls	Delphi Controls	Kabuto Controls
Left Analog stick, Up/down	Look up/down	Look up/down	Look up/down
Left Analog Stick, Left/right	Strafe left/right	Strafe left/right	Strafe left/right
Right Analog Stick, Up/down	Move forward/back	Move forward/back	Move forward/back
Right Analog Stick, Left/right	Turn left/right	Turn left/right	Turn left/right
Directional Buttons	Previous/next item (Up/Down) Previous/next weapon (Left/Right)	Previous/next spell (Up/Down) Previous/next weapon (Left/Right)	Run (Up/Right) Jump (Down/Left)
 Button	Attack	Attack	Attack (no creature in hand) Eat (creature in hand)
 Button	Use current item/backpack	Cast current spell	Grab (no creature in hand) Throw (creature in hand)
 Button	Jetpack thrust	Turbo	Charge Adrenaline
 Button	<i>Teammate commands</i>  Attack target/defend location  Go to location  Return	Jump	<i>Lay Egg</i> <i>Offspring commands</i>  Attack target  Fetch  Return
 Button	Activate Zoom Mode/Zoom in	Activate Zoom Mode/Zoom in	Activate/De-activate Magnifying Glass
 Button	De-Activate Zoom Mode/Zoom out	De-Activate Zoom Mode/Zoom out	—
 Button	 Drop weapon  Drop backpack/item	 Drop weapon  Drop spell	Roar
START Button	Main menu	Main menu	Main menu
SELECT Button	Map view	Map view	Map view
R3 (press right analog stick)	Center view	Center view	Center view

Appendix B

CONTROLLER CONFIGURATION – MAD CATZ™ PANTHER PX

Controller	Mecc Controls	Delphi Controls	Kabuto Controls
Joystick forward/back	Move forward/back	Move forward/back	Move forward/back
Joystick left/right	Strafe left/right	Strafe left/right	Strafe left/right
Trackball up/down	Look up/down	Look up/down	Look up/down
Trackball left/right	Turn left/right	Turn left/right	Turn left/right
Directional Buttons	Next Weapon (Up) Previous Weapon (Down) Previous Item (Left) Next Item (Right)	Next Weapon (Up) Previous Weapon (Down) Previous Item (Left) Next Spell (Right)	Roar (Up) Roar (Down) Roar (Left) Roar (Right)
 Button	 Drop weapon  Drop backpack/item	 Drop weapon  Drop spell	Run
 Button	De-Activate Zoom Mode/ Zoom out	De-Activate Zoom Mode/ Zoom out	Activate/De-activate Magnifying Glass
 Button	<i>Teammate commands</i>  Attack target/ defend location  Go to location  Return	Jump	<i>Lay Egg</i> <i>Offspring commands</i>  Attack target  Fetch  Return
 Button	Activate Zoom Mode/ Zoom in	Activate Zoom Mode/ Zoom in	Activate/De-activate Magnifying Glass
 Button (trigger)	Attack	Attack	Attack (no creature in hand) Eat (creature in hand)
 Button	—	—	Jump
 Button	Jetpack thrust	Turbo	Charge Adrenaline
 Button	Use current item/ backpack	Cast current spell	Grab (no creature in hand) Throw (creature in hand)
START Button	Main menu	Main menu	Main menu
SELECT Button	Map view	Map view	Map view
Left Analog Button (L3)	Center view	Center view	Center view

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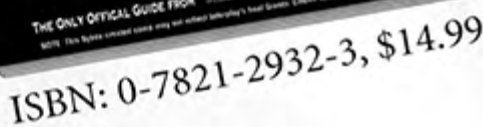
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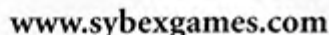
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