

Hidden Invasion
CASE FILE #32375

HIDDEN INVASION

CASE FILE #32375



TOP SECRET

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X FILED X
X November 1, 2027 X
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Dell



**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 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 our console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory cards slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with a 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 day.
- 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 the outer edge. Never use solvents or abrasive cleaners.

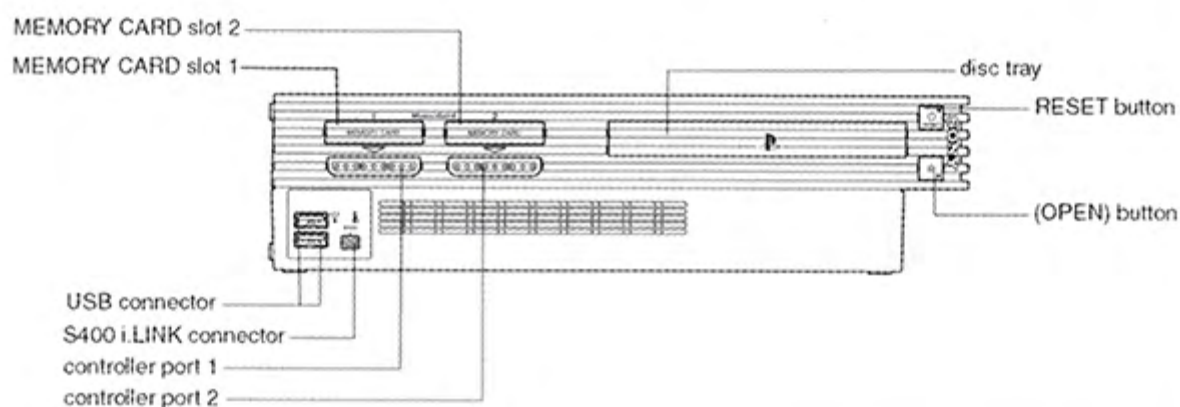


HIDDEN INVASION

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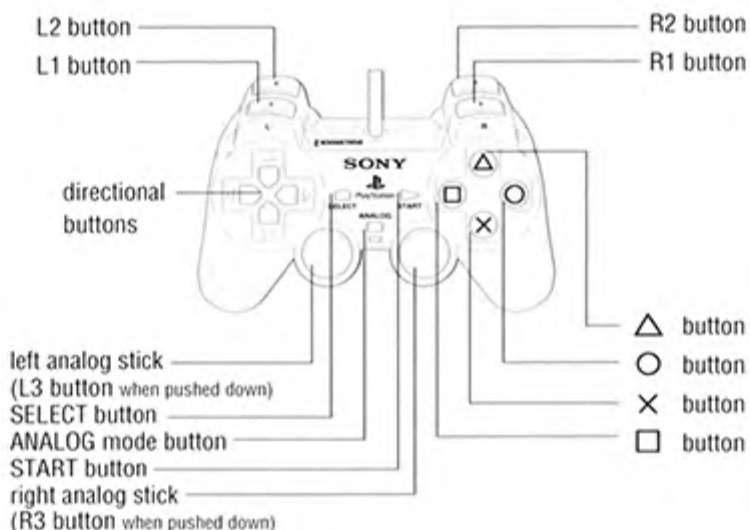
CONFIDENTIAL



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 HIDDEN INVASION 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.



DUALSHOCK² ANALOG CONTROLLER CONFIGURATIONS



Menu Screen

Select Menu Option.....	Directional Buttons UP/DOWN
Confirm Selection.....	⊗
Previous Screen.....	△
Movement.....	LEFT analog stick
Action: Punch/Pick Item/	
Pick Up Weapon.....	□
Kick.....	△
Fire Weapon.....	○
Jump.....	⊗
Draw/Holster Side Arm/Drop Weapon..	L1
Block.....	R1
Reposition Camera.....	R2
Special Attack.....	△ + R1
Grab Enemy.....	□ + R1
Throw Grenade.....	L2
Pause game.....	START

CLASSIFIED

THE FOLLOWING INFORMATION IS HIGHLY CLASSIFIED

EMERGENCY SITUATION.
UNKNOWN MILITIA FORCE MOVING ON ALPHA CITY.
POLICE TAKING HEAVY FIRE.
UNABLE TO HOLD GROUND.
IMMEDIATE ACTION REQUIRED.



MEMO
 Dean and Karen -
 This invasion is more than it
 seems! The chain of command may
 be compromised. Trust no one.
 - DV
 Destroy this note!

MISSION BRIEFING

December 5th 2027

National Security Special Operations (NSSO)
 Emergency Internal Memo

Attention: Shadowforce Team
 Dean Drake/Karen Bride

By Order Of: Daniel Vincent, Director NSSO

OBJECTIVE

The Shadowforce Team will immediately deploy to Alpha City. Assume tactical command of federal and local authorities. Put down the active insurrection.

Alpha City Police Commissioner Richard Jevons has been granted Level 2 clearance regarding your operations and awaits assistance. He has been made aware that Shadowforce is an elite team of national security operatives and has agreed to maintain confidentiality.

As of yet, the opposition has made no demands, but it is clear that a calculated agenda exists. Shadowforce will use all intelligence and military resources to uncover this agenda.

TACTICAL NOTES

The opposition is large, organized, and well armed. NSSO has reason to believe that the conflict is not centralized. Sources report enemy forces throughout the city. Extreme caution advised.

Daniel Vincent
 Director, NSSO

Cc: POTUS

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 FILED
 November 1, 2027
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Mission Brief

Press the directional buttons UP/DOWN to make a selection and press the **(X)** button.

ONE PLAYER GAME

Begin a new single player game.

TWO PLAYER GAME

Start a two player co-operative game.

LOAD GAME

Load a saved game from a Memory Card.

OPTIONS

Access the Options Menu.

Press the directional buttons UP/DOWN to make a selection and press LEFT/RIGHT to change settings.

Difficulty

Select from Easy, Normal or Hard. Difficulty settings effect the number of enemies, damage inflicted and damage received.

Music Volume

Adjust the volume of the background music.

Sound Effects Volume

Adjust the volume of the sound effects.

Controller Setup

Customize your controller configuration.

Vibration

Turn the Dual Shock controller vibration function on or off.

Memory Cards

To save game settings and progress, insert a memory card (8MB) for PlayStation®2 into MEMORY CARD slot 1. You can load saved game data from the same memory card, or from any memory card containing previously saved HIDDEN INVASION games. At least 53Kb of free space must be available in order to save. If less free space exists, erase older data before saving. Do not remove the memory card or turn off the power on the PlayStation®2 while data is being saved or loaded. Your game data may be lost if you do.



Select An Agent

MANDATORY DIRECTIVE:

Upon starting a game you must chose your agent from the Shadowforce Team. Your only options are Special Agent Dean Travis or Special Agent Karen Bride. Each of these agents possesses unique skills critical to success. Due to the gravity of the situation, no other personnel are qualified.

The Director has authorized a multi-agent task force. Should you wish to use both agents in the field at the same time, you must select both agents prior to departure to Alpha City.

Additional information on Special Agents Travis and Bride is available in the 'Shadowforce Team' portion of this file

MISSION OBJECTIVES

Each level contains certain mission objectives that must be carried out in order for the mission to be a success. You can check the status of your mission objectives at any time by pausing the game.

GAME FLOW

The game consists of a number of missions, each mission spanning multiple levels. Upon successful completion of a level, you will be given the opportunity to save your game state.

XXXXXXXXX
 NSSO/00H
 XXXXXXXXX

ICON SYSTEM

YOU ARE EQUIPPED WITH AN ON-SCREEN ICON DISPLAY SYSTEM DETAILING MISSION-CRITICAL DATA. THE SYSTEM OPERATES AS FOLLOWS:

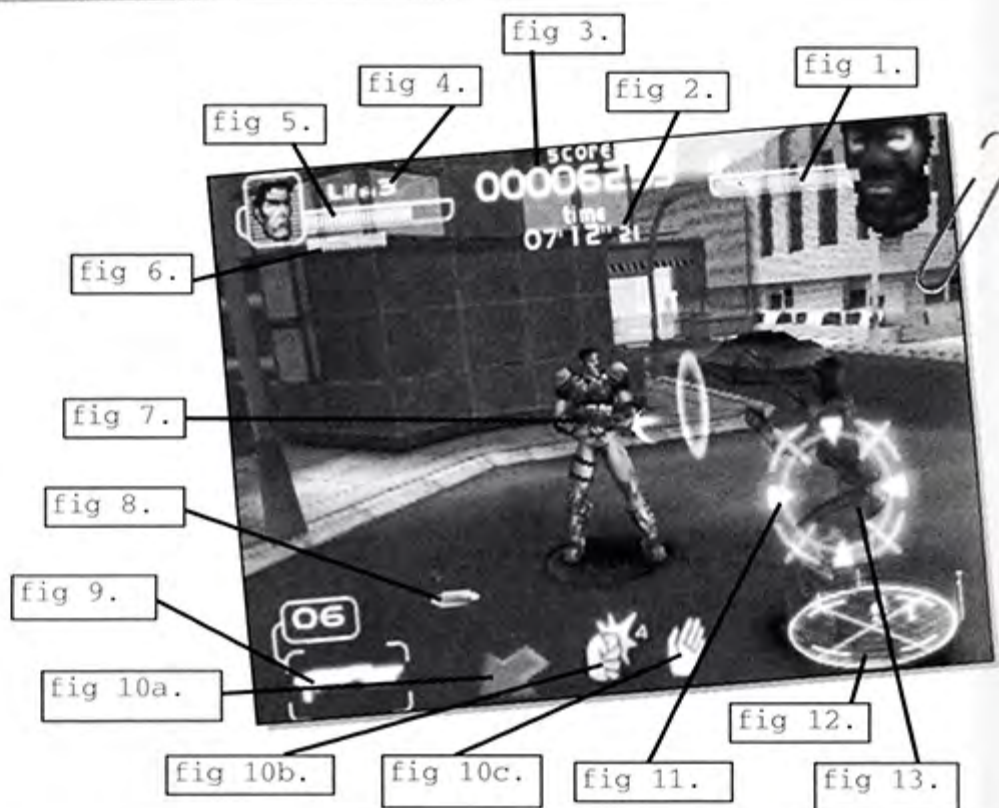


fig 1. Enemy Life Bar

fig 2. Time

fig 3. Score

fig 4. Life Count

fig 5. Life Bar

fig 6. Shield Bar

fig 7. Hero

fig 8. Collectible Items

fig 9. Weapon Info

fig 10a. Command Icon*
(Green Arrow)

fig 10b. Command Icon*
(Fight Icon)

fig 10c. Command Icon*
(Hand Icon)

fig 11. Target

fig 12. Radar

fig 13. Enemy

*COMMAND ICONS

At the center bottom of the screen you will often see a specific icon relating to your current mission objectives.



c

The DIRECTIONAL ARROW will guide you to your next mission objective. Be Alert! Enemy jamming signals sometimes system to malfunction.



a

When you see the RED FIST ICON you MUST defeat all enemies in the vicinity to progress. You will not be move far from your attackers.



The HAND ICON indicates that you can interact with an object near you.

When there is no command icon, pay attention to your current mission objectives and explore the environment.



Enemy Life Bar (fig 1.)

The life bar of the enemy you are currently fighting.

Time (fig 2.)

The remaining time left to complete your current mission objective. When you run out of time, you loose a life.

Score (fig 3.)

Your score. High scores lead to bonuses.

Life Count (fig 4.)

This is the number of lives you have left. When you run out of lives, the game is over.

Life Bar (fig 5.)

This is your life bar. As you receive direct damage, the bar decreases in segments. When the bar is empty, you lose a life.

Shield Bar (fig 6.)

This bar represents the strength of your shields. Shields absorb the damage of an attack. When the shield bar is empty, you will receive damage from gunfire, which will be reflected in your life bar.

Hero (fig 7.)

ShadowForce Agent.

Collectible Items (fig 8.)

Items that can be picked up, such as weapons and bonuses, are highlighted by a pulsing green marker.

Weapon Info (fig 9.)

This shows you the type of weapon you are currently holding, and the amount of ammo left in that weapon. If you are not holding a weapon, the panel will display the amount of ammo you have left for your side arm.

Command Icons*(figs. 10 a.b.c.)

These icons guide your mission objectives. If it is an arrow, you need to follow it. If it is a fist, you need to defeat all enemies in the vicinity. If it is a hand, it means there is an object you can interact with near you.

Target Lock (fig 11.)

This system displays the currently targeted enemy on which your weapon is locked. The lock only appears if you are using a gun.

Radar (fig 12.)

The radar indicates the position of enemies relative to you.

Enemy (fig 13.)

A hostile force.



AGENT PROFILE

Service Status

- TRAINING
 ACTIVE
 PROBATION
 RETIRED



DATE
Tues. 12/5/2027

BADGE NO.
528-5855-7441-5

SPECIAL AGENT:
Dean Travis

DISTRICT
5th

CURRENT ASSIGNMENT:
Shadowforce Team, NSSO

MILITARY BACKGROUND

Lt. Colonel, Federation of Nations Marine Corps.
 *Special Ops. Division
 6 years Special Forces Combat
 4 years Military Intelligence
 Black Ops. training 3 years.
 Commanding Officer in Operation Eagle Wing and Operation _____

HONORS AND DEGREES:

Medal of Honor
 Cluster of Nations
 Purple Heart
 Murphy Medal of Leadership
 37 Battlefield commendations
 MacArthur Award for Intelligence Operations

NSSO

SPECIAL AGENT

Dean Travis
SIGNATURE

Badge No. 528-5855-7441-5

THIS IS TO CLARIFY THAT WHOSE SIGNATURE AND PHOTOGRAPH APPEAR HEREIN IS A REGULARLY APPROVED SPECIAL AGENT OF THE NSSO

COMBAT SKILLS EVALUATION

ID# 440

The following assessment has been made by the Office of Tactical Command. These factors should be considered prior to mission assignment.

NAME:

Special Agent Dean Travis

CODE SECTION:
PC/342B1

	1	2	3
Strength	████████████████████		
Speed	████████████████████		
Stamina	████████████████████		
Weapon Proficiency	████████████████████		

Training Officer's note: In hand-to-hand combat, agent Travis' punches have proven particularly effective.

AGENT PROFILE



Service Status

TRAINING

ACTIVE

PROBATION

RETIRED



DATE
Tues. 12/5/2027

SPECIAL AGENT:
Karen Bride

BADGE NO.
528-5855-7448-7

CURRENT ASSIGNMENT:
Shadowforce Team, NSSO

DISTRICT
5th

MILITARY BACKGROUND

Major, Federation of Nations Navy Seals Team
6 years Special Forces combat
5 years Naval Intelligence
Commander Operation in 2022.
Developed procedures for of nuclear devices.

HONORS AND DEGREES:

Medal of Honor
Certificate of Valor
Purple Heart
Einstein Award for Practical Physics
24 Battlefield Commendations
Masters Degree in Theoretical Physics

NSSO



SPECIAL AGENT

Karen Spade
SIGNATURE



Badge No. 528-5855-7448-7

THIS IS TO CLARIFY THAT WHOSE SIGNATURE AND PHOTOGRAPH APPEAR HEREIN IS A REGULARLY APPROVED SPECIAL AGENT OF THE NSSO.

ID# 44

COMBAT SKILLS EVALUATION

The following assessment has been made by the Office of Tactical Command. These factors should be considered prior to mission assignment.

NAME:
Special Agent Karen Bride

CODE SECTION:
PC/34282

	1	2	3	4
Strength	████████████████████			
Speed	████████████████████			
Stamina	████████████████████			
Weapon Proficiency	████████████████████			

Training Officer's note: Agent Bride has demonstrated her kicking technique to be especially powerful.

Shadowforce Team

HAND TO HAND COMBAT

Shadowforce Team:

Air Support not an option due to civilian presence. Close contact engagement will be necessary. Long range hand-held weapons may be used if available.

***THE FOLLOWING TECHNIQUES MAY BE LETHAL.
FOR USE BY TRAINED PERSONNEL ONLY.***



Punch and Kick Combos

Both agents can string together up to three punches or kicks in a row. Different combinations of punches or kicks will produce different effects. The third attack in a combo is a power hit that will knock the enemy down.



Backwards Attacks

By pressing the left analog stick in the opposite direction to the way you are facing and pressing either punch or kick, your agent will perform a back attack. These attacks are more powerful than regular attacks, and are useful for striking enemies sneaking up behind you.



Dash Attacks

By pressing either punch or kick when running, your agent will perform a dash attack. These attacks inflict great damage and will knock down all enemies in your path.



Special Attack

Press Block and Kick buttons together at any time to unleash a proximity-based energy attack. This attack will knock down all enemies near you. While performing a special attack, your agent is temporarily invincible. However, Special Attacks will deplete your life power, so use sparingly.



Grapple Attacks

By pressing the Block and Punch buttons together when close to an enemy, your agent will grab that enemy and pull him to you. While holding the enemy, you can do a smash or throw attack by pressing punch or kick. Each agent has unique moves for these attacks.


 REQUIRES LEVEL 1 FIREARMS CERTIFICATION

Grenade Throw

Press L2 to throw a grenade. Grenades are useful for clearing groups of enemies. You have a limited supply of grenades.


Throwing Environmental Objects

Certain object in the environment (like boxes) can be picked up and used as a weapon.


Ground Stomp

When an enemy is down, you can press the Kick button to perform a Ground Stop.

WEAPON COMBAT

FROM NSSO AGENT TRAINING MANUAL

Section 21 - Article 6 - Section 2

Upon drawing sidearm or obtaining a firearm, the agent will immediately enter WEAPON READY mode.

Pistol (permanent side arm)

Both agents carry a standard issue, semi-automatic pistol on them at all times. This pistol can never be dropped. Provided the weapon has sufficient ammunition, you can draw and use this pistol whenever you want. Holster the pistol to return to hand to hand combat mode.

Pick-up Weapons

Larger, more powerful weapons will occasionally be dropped by defeated enemies. You can collect and use these guns to your advantage. To collect a weapon simply stand over it and press the Action button. Pick-up weapons contain a limited amount of ammunition.

Using A Weapon

To fire your selected weapon, just press the Weapon/Fire button. Your agent will automatically aim his weapon at the nearest visible enemy. A targeting icon will appear on screen and highlight your current target. To drop a pick-up weapon (or holster your side arm), just press the L1 button.

COMBAT GEAR INVENTORY

ATTN. SHADOWFORCE TEAM

COMBAT GEAR IS IN SHORT SUPPLY. IT WILL BE NECESSARY TO PROCURE SUPPLIES FROM ENEMIES IN THE FIELD.

Δ Extra Ammunition

Ammunition obtained on the battlefield will be used for your currently selected weapon (or side arm if no weapon is held).

Δ Shield/Life Restore

Restores a portion of your shield and life bar.

Δ Health Pack

Restores a portion of your life bar.

Δ Shield Pack

Restores a portion of your shield bar.

Δ Key Card

Necessary for unlocking certain doors.

Δ Power Cell

Needed to power certain elevators.



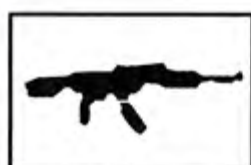
SOME OF THESE WEAPONS WILL ONLY BE
AVAILABLE AS YOUR MISSION PROGRESSES.



Weapon: 45 Caliber Semi-Automatic Pistol
Range: Short
Accuracy: Medium
Power: Low
Tactical Notes: Fires three-round bursts.



Weapon: 10 Gauge Shotgun
Range: Medium
Accuracy: Medium
Power: High
Tactical Notes: Holds 10 rounds.
Slow rate of fire.



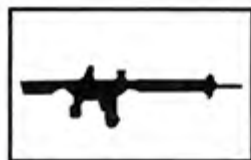
Weapon: Klashinkov Semi-Automatic Assault Rifle
Range: Medium
Accuracy: Medium
Power: Medium
Tactical Notes: Holds 64 rounds.
Fires three-round bursts.



Weapon: Famas Assault Rifle
Range: Medium
Accuracy: Medium
Power: Medium
Tactical Notes: Rapid rate of fire. Large clip.
Fires three-round bursts.



Weapon: Laser Assault Gun
Range: Medium
Accuracy: Medium
Power: High
Tactical Notes: Experimental weapon.
Useful against heavily armored enemies.



Weapon: M16 Assault Rifle
Range: Long
Accuracy: High
Power: High
Tactical Notes: Holds 64 rounds.



Weapon: 60 mm Machine Gun
Range: Extremely Long
Accuracy: High
Power: Extremely High
Tactical Notes: 92 round clip.
Sustained burst of fire.



Weapon: Thunderbolt Energy Weapon
Range: Unknown
Accuracy: Unknown
Power: Extremely High
Tactical Notes: HIGHLY EXPERIMENTAL. EXTREMELY
POWERFUL. MORE TESTING ADVISED. USE CAUTION.



Weapon: Uzi
Range: Short
Accuracy: Medium
Power: Medium
Tactical Notes: Holds 64 rounds.

Blow up cars for collatoral damage.

Break boxes apart for items.

Hi-score leads to bonuses.

save special attacks for when you're outnumbered.

Use grab attacks often, they will defeat most enemies in a single hit.

Pay attention to the Command Icon. When you see the red fist, you must defeat all enemies in the vicinity before you're allowed to progress.

Conspiracy Entertainment Corp.

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Credits

Notes



Notes

Notes

Pro Tip 

At the Title screen, quickly press
LEFT, LEFT, UP, UP, RIGHT,
RIGHT, DOWN, DOWN on the
direction buttons for a BIG
surprise.

Warranty

Warranty and Service Information

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When returning the program for warranty replacement please send the original product disc(s) only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the program; (4) if you are returning the program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$15 U.S. currency per disc replacement. Note: Certified mail recommended.

In the U.S. send to:

Warranty Replacements
CONSPIRACY ENTERTAINMENT CORP.
604 Santa Monica Blvd.
Santa Monica, CA 90401

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