



THE RED STAR



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.

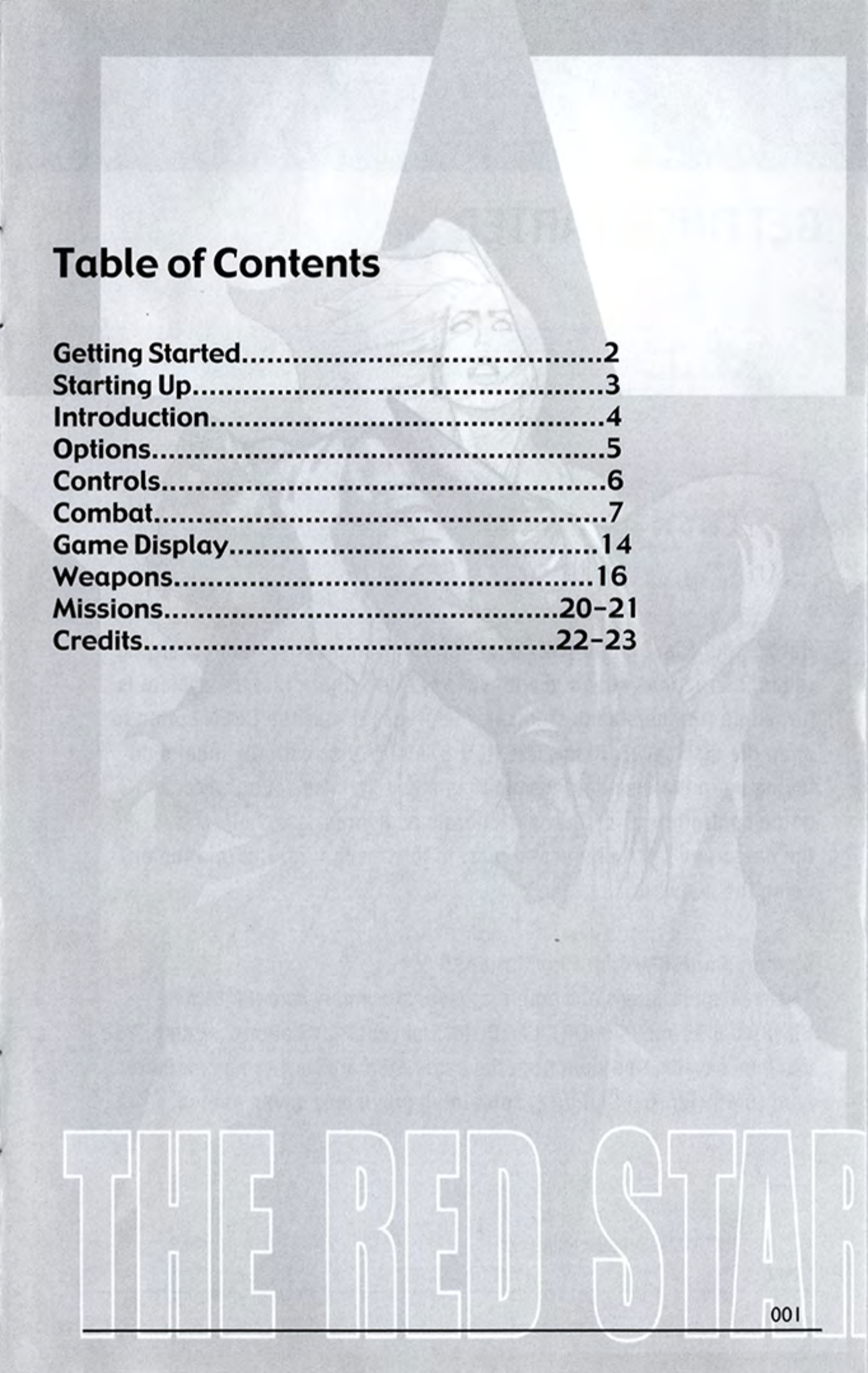
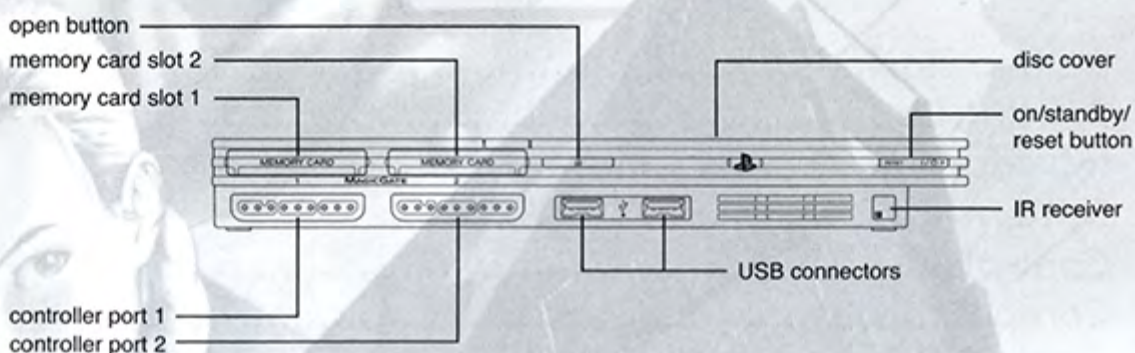


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GETTING STARTED



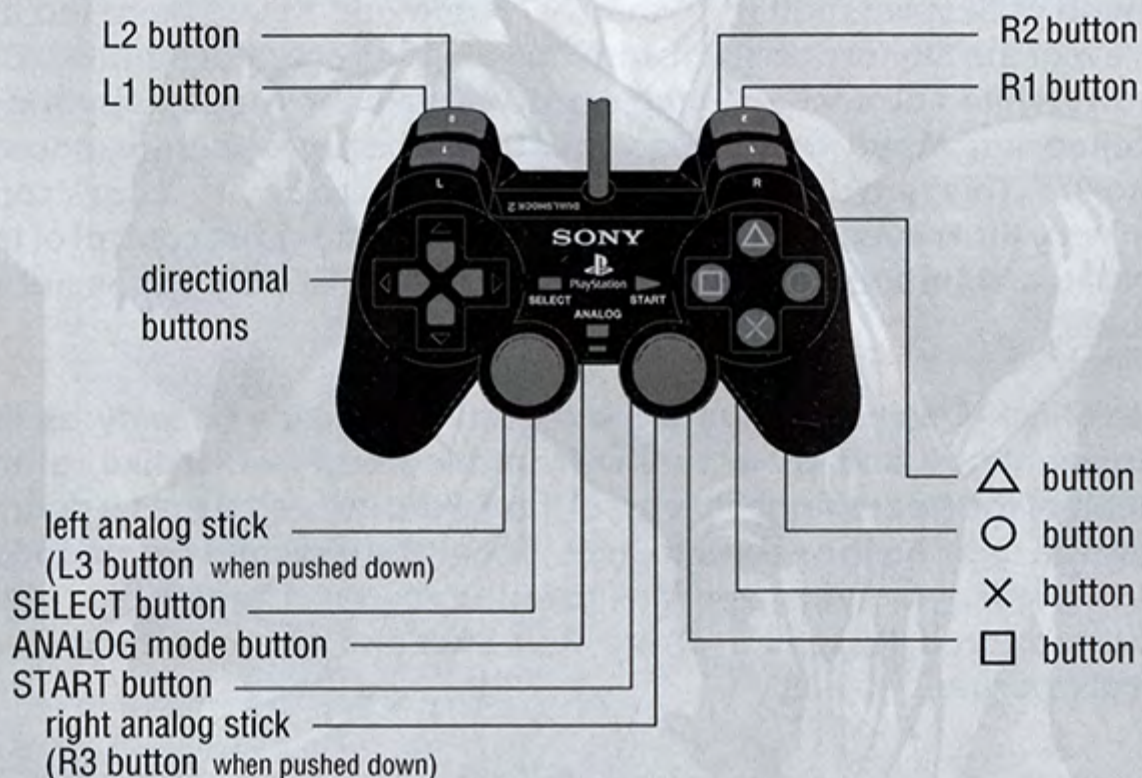
Set up your PlayStation(R)2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place THE RED STAR™ disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation 2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation 2) into MEMORY CARD slot 1 of your PlayStation 2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation 2) containing previously saved games.

STARTING UP

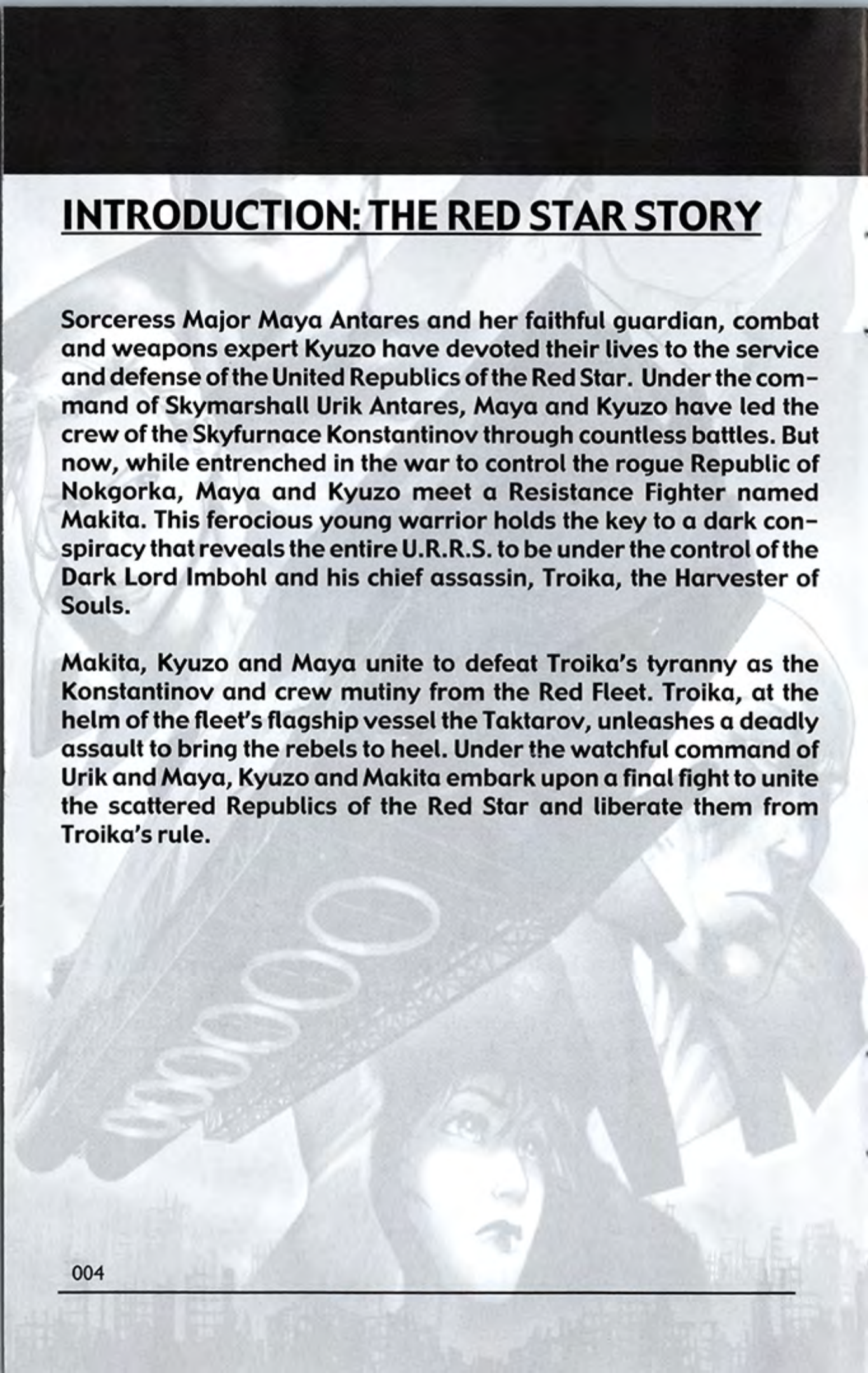
DUALSHOCK 2 ANALOG CONTROLLER CONFIGURATIONS



For Dolby® Pro Logic® II Decoding:

This game is presented in Dolby Pro Logic II. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You may also need to select "Dolby Pro Logic II" from the audio options menu of the game.

THE RED STAR



INTRODUCTION: THE RED STAR STORY

Sorceress Major Maya Antares and her faithful guardian, combat and weapons expert Kyuzo have devoted their lives to the service and defense of the United Republics of the Red Star. Under the command of Skymarshall Urik Antares, Maya and Kyuzo have led the crew of the Skyfurnace Konstantinov through countless battles. But now, while entrenched in the war to control the rogue Republic of Nokgorka, Maya and Kyuzo meet a Resistance Fighter named Makita. This ferocious young warrior holds the key to a dark conspiracy that reveals the entire U.R.R.S. to be under the control of the Dark Lord Imbohl and his chief assassin, Troika, the Harvester of Souls.

Makita, Kyuzo and Maya unite to defeat Troika's tyranny as the Konstantinov and crew mutiny from the Red Fleet. Troika, at the helm of the fleet's flagship vessel the Taktarov, unleashes a deadly assault to bring the rebels to heel. Under the watchful command of Urik and Maya, Kyuzo and Makita embark upon a final fight to unite the scattered Republics of the Red Star and liberate them from Troika's rule.

MAIN MENU

Start Game: Start a new Red Star game or load a saved game.

Options: Change game options.

OPTIONS

Audio Mode: Choose mono, stereo or surround sound modes.

Music Volume: Adjust music volume.

Effects Volume: Adjust sound effects volume.

HUD Opacity: Change the opacity of the Heads Up Display.

HUD Position: Change the location of the Heads Up Display.

Vibration: Choose to play with vibration effect ON or OFF.

Controls: Review in-game controls.

Credits: View game credits.

Progressive Scan: Switch to progressive scan mode for high definition monitors.

Save Options: Save options settings to your memory card.

Load Options: Load saved options settings.

MENU NAVIGATION

Directional button - Highlight/navigate

ⓧ - Confirm

ⓐ - Cancel

Ⓢ - Help

Once you choose Start Game, you will advance to the File Select Screen. If you have a previously saved game in any slot, you can select it and resume that game. Otherwise, simply press the ⓧ button to advance and begin a new game.



CONTROLS

DUALSHOCK[®] 2 analog controller in game

Directional Buttons - Weapon Select

Left Analog Stick - Player Movement

○ Button - Gun Attack

△ Button - Protocol Attack

× Button - Guard

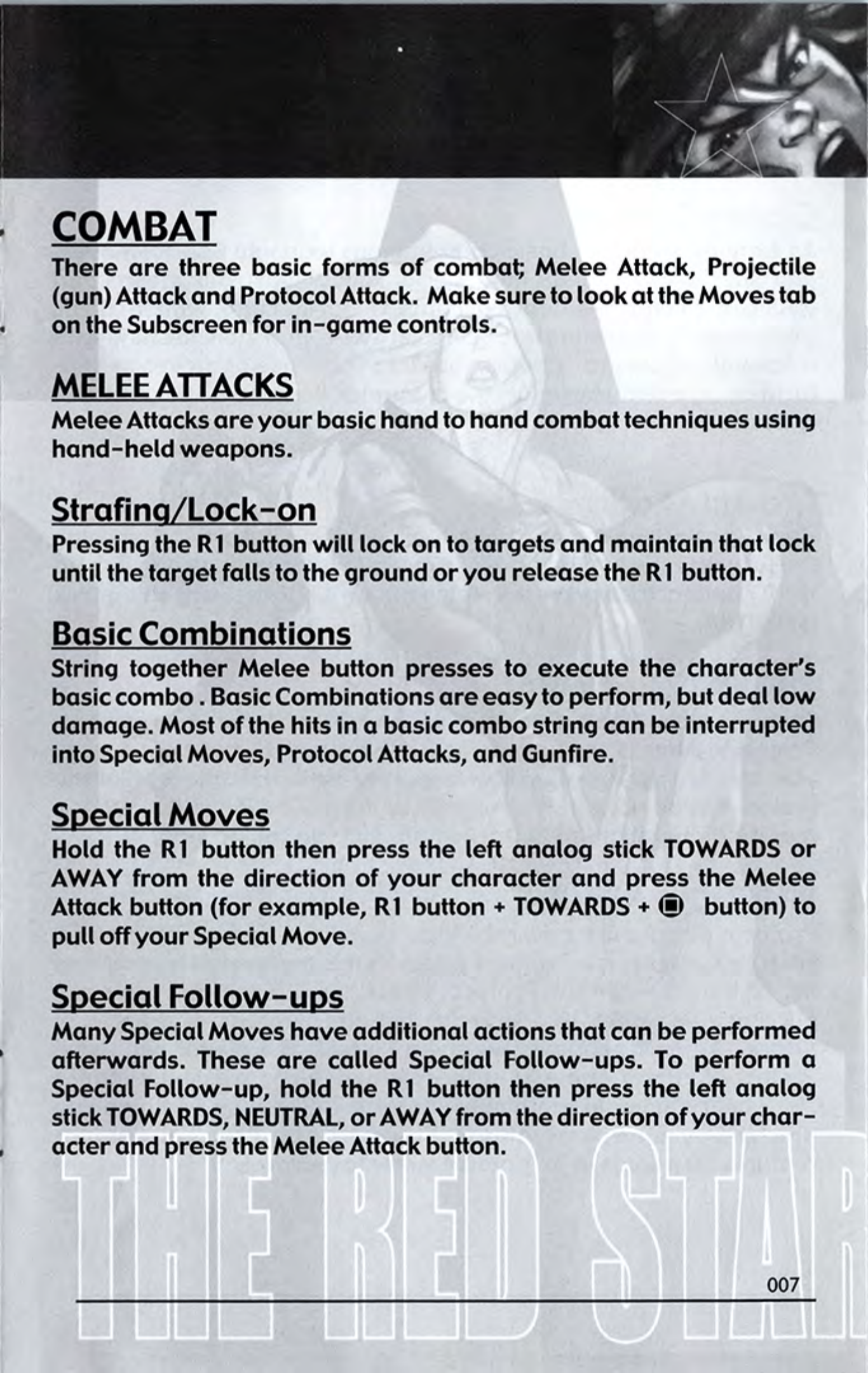
■ Button - Melee Attack

L1 Button - Pivot

R1 Button - Strafe/Lock-on

START Button - Pause

SELECT Button - Subscreen



COMBAT

There are three basic forms of combat; Melee Attack, Projectile (gun) Attack and Protocol Attack. Make sure to look at the Moves tab on the Subscreen for in-game controls.

MELEE ATTACKS

Melee Attacks are your basic hand to hand combat techniques using hand-held weapons.

Strafing/Lock-on

Pressing the R1 button will lock on to targets and maintain that lock until the target falls to the ground or you release the R1 button.

Basic Combinations

String together Melee button presses to execute the character's basic combo. Basic Combinations are easy to perform, but deal low damage. Most of the hits in a basic combo string can be interrupted into Special Moves, Protocol Attacks, and Gunfire.

Special Moves

Hold the R1 button then press the left analog stick TOWARDS or AWAY from the direction of your character and press the Melee Attack button (for example, R1 button + TOWARDS +  button) to pull off your Special Move.

Special Follow-ups

Many Special Moves have additional actions that can be performed afterwards. These are called Special Follow-ups. To perform a Special Follow-up, hold the R1 button then press the left analog stick TOWARDS, NEUTRAL, or AWAY from the direction of your character and press the Melee Attack button.

Custom Combos

As explained earlier, Basic Combinations lead into Special Moves, and Special Moves lead into Special Follow-ups. This means that you can perform extended combos by starting with a Basic Combination, canceling into a Special Move, and then finishing with a Special Follow-up. Choose the right sequence of moves to perform on an enemy based on the amount of damage dealt and safety desired.

Ground Attacks

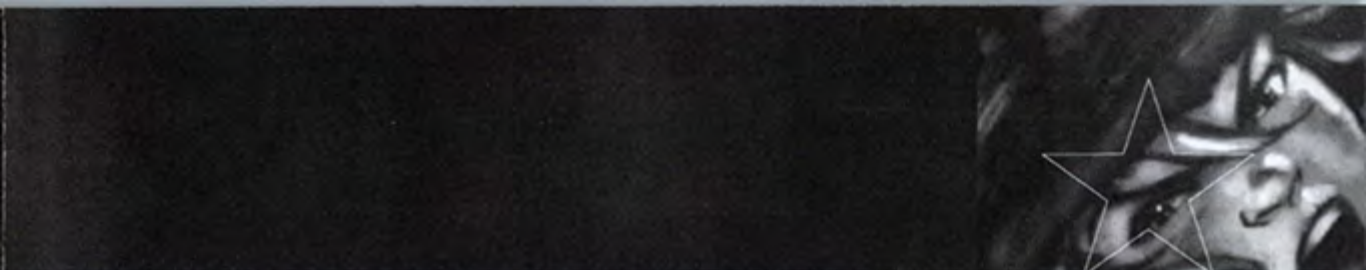
You can attack an enemy that is lying down on the ground by using the Ground Attack. When close to an enemy that is lying down, hold the R1 button, then press the Melee Button while the left analog stick is NEUTRAL.

PROJECTILE COMBAT

Each character has a default weapon with which they can perform Projectile Attacks. As long as you don't overtax your heat gauge, you can fire your projectile weapon at will. This attack, like the melee, can be used independently or in conjunction with the basic melee combinations to perform more diverse combo strings.

PROTOCOL ATTACKS

Protocol Attacks are powerful feats of Military Industrial Sorcery. Each character has a Protocol Attack that is performed by pressing the  button when the Protocol Meter is full. Each character can purchase upgrades that increase the effectiveness of a Protocol Attack. When flinched by an enemy attack, the player can use a Protocol Counter to avoid further damage or to prevent enemies from overwhelming the player. Press the  button while getting flinched by an enemy attack. However, the Protocol Counter requires 50 percent of a Protocol Meter to perform.



DEFENSE

Defense is generally done by using your Guard Shield and by simply dodging out of the way of attackers and hostile environmental objects. You are instantly invulnerable to damage from both standard melee and standard projectile attacks when the Guard Shield  button is held. The Guard Shield button can also be held down to continue guarding. The Guard Meter is found at the bottom of the screen, and increases as you guard against attacks. When it is full, you will temporarily be unable to guard. Shields are highly effective in blocking melee attacks, but less useful at stopping projectiles.

When your character is knocked into the air by an attack, you can recover quickly upon touching the ground by pressing the Melee, Protocol, Shoot, or Guard button before landing. Use this carefully, because oncoming attacks can damage you as you recover.

CHARACTER SELECT

Before you begin play, each player must select a character. In a two player game, players can both select the same character.



MAYA The Red Warkaster Story

Through the use of sorcery, she has the ability to fight at a much longer range than others. She is most effective when correctly anticipating incoming challenges. Maya's melee attacks are increased in potency when she has at least one Protocol Attack ready.





MAKITA Nokgorkan Rebel

Story

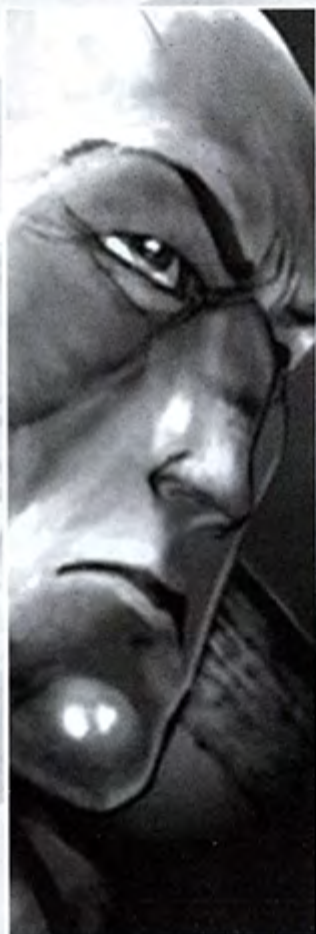
Makita is extremely agile, and fights using a hammer and sickle. She uses her speed for both offensive and defensive purposes. She is highly effective against single targets, but lacks extensive coverage for groups of enemies. While her attack range is often limited, her ability to maneuver quickly allows her to close distances between her and the enemy. To avoid taking damage, Makita can quickly evade enemy attacks.



KYUZO Elite Soldier

Story

Kyuzo deals massive damage to enemies and takes the least damage from enemy attacks. He telekinetically wields a large dual-bladed sword called a "Hook." His attacks have good range and cover large areas around him, making him very formidable against groups of enemies. Due to his limited mobility, Kyuzo must often guard against enemy attacks or hit the enemy before it is allowed to attack. His firearms are very effective for long-range combat.



MISSION SCREEN

On the mission screen, Urik Antares, commander of the Konstantinov, gives you details about your missions via a link to Lok-E2, and lets you access Controls, Moves and Options during the game. Updated data on enemies and how to deal with them is also available at various times. The mission screen appears before each zone, and can be recalled during a mission by pressing the SELECT button.



GAME DISPLAY

1 Character icon

Each player's selected character.

2 Health Meter

Each player's health appears both as a meter and a number. When the meter is empty and the number is 0, the player is dead. If a player dies in a single player game, they will advance to the Continue screen, where they can select Retry to resume play at the beginning of the level, or Quit to exit play and return to the main menu. If a player dies in a two player game, that player will be removed from play. If the remaining living player manages to reach a health checkpoint or finish the level, the dead player will be revived. Health can be increased by collecting health items.

3 Protocol Meter

The protocol meter displays the amount of protocol energy available. Players increase protocol energy by damaging opponents with melee attacks. Using protocol attacks will require one full bar of protocol energy. Players can upgrade their protocol storage capacity twice for a total of three protocol meter reserves.



4 Weapon Meter

All weapons have infinite ammunition, but are prone to overheating with continued bursts. The weapon meter shows the relative temperature of your current weapon. Once a weapon overheats, it is inoperable until it cools sufficiently. Different guns have different overheat rates. A gun's overheat rate is based on that weapon's power and fire rate. Heat consumption can be reduced by purchasing Gun Coolant upgrades.

5 Guard Meter

The strength of your Guard Shield is displayed in the Guard Meter. Your Guard Shield is very effective for a brief period, after which it must be recharged.

6 Enemy Health Meter

An enemy's health is shown in a meter directly above them. This meter will appear whenever that enemy is damaged and will fade from view after a few seconds of not receiving damage.

7 Weapon Select Wheel

The weapon select wheel allows you to toggle through your available weapons to select the one most appropriate for your situation, and is activated by pressing LEFT, RIGHT, UP or DOWN on the directional buttons.

Player Evaluation Screen

At the end of a zone, you will receive an evaluation. The points you have earned during the mission are displayed, and you will have the opportunity to spend points on various upgrades.



WEAPONS

Weapons all enjoy unlimited ammunition, but can overheat if fired too frantically. When a weapon overheats, it is useless during a brief cooling down period.

Upgrading Weapons

Upgrades can be purchased at the end of a zone following the player evaluation screen. Each character has weapon upgrades particular to that character. In addition, there are other general upgrades which can be purchased following completion of a zone.



MAYA'S UPGRADES

BULGAKOV MM

Crucial, Protocol-enhanced sidearm. A Warkaster's best friend.



DAVBRENTSKY AKA66

Rare, ion-fused Protocol weapon. Banned in Western territories.



AZAZEL BANGA A

Elite assault hardware. Maximum Protocol efficiency.



MAKITA'S UPGRADES

DUAL RKG-41s

Trusted Nokgorkan instruments of liberation.



MERCURIA T18s

Prized products of Northern Munition's golden age.



YRREKROFETOV 40ni

Honored arms of Resistance. Powerful vanquisher of tyranny.



KYUZO UPGRADES

KOROVIEV HAILER

Classic Red Army assault hardware. Popular during Diovsipog Conflict.



BEGEMOT WIDOWMAKER

The pride of Freedonia Fabricators. Incendiary performance in a light arm.



MARCHING PLAGUE

Superior heavy-gauge weapon utilizing cutting-edge technology.



General Upgrades



PROTOCOL CLASS

Increases intensity of Protocol Attack.



MELEE BOOST

Increases melee damage dealt.



GUN COOLANT

Slows gun's rate of heat consumption.



GUN RECHARGE

Reduces gun's cool-down period.



PROTOCOL PACK

Adds additional capacity to Protocol Meter.



ARMOR

Decreases damage from hits.



PROTOCOL DRAIN

Increases protocol gained from successful melee strikes.

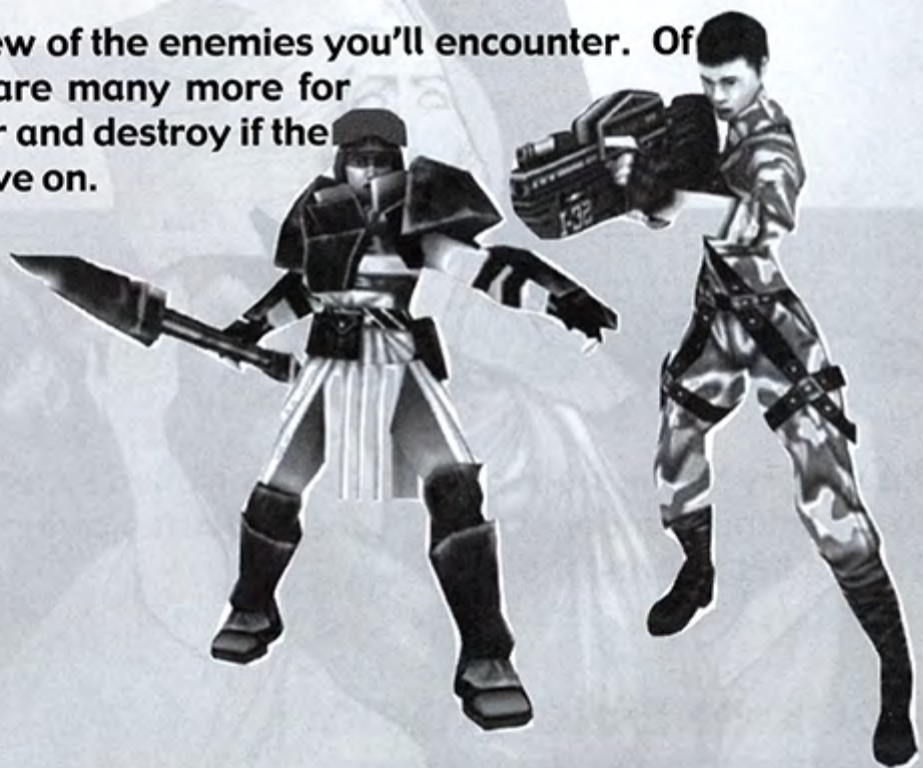


LIFE DRAIN

Adds life drain bonus to successful melee strikes.

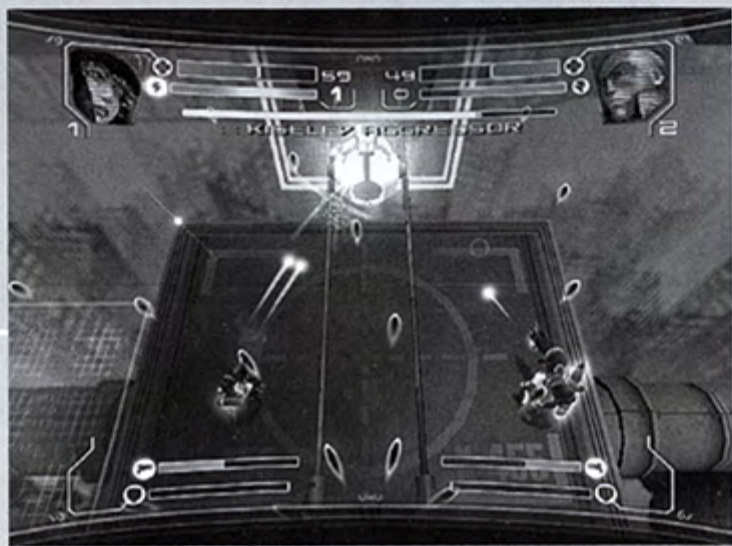
ENEMIES

Shown are a few of the enemies you'll encounter. Of course, there are many more for you to discover and destroy if the Red Star is to live on.



TWO PLAYER ACTION

When playing with two players, both players cooperatively try to meet the mission objectives.



MISSIONS

PROLOGUE: KONSTANTINOV



Your story begins aboard the rebel controlled Superfurnace Konstantinov, under assault by the Red Army commanded by Troika, the Harvester of Souls.

BOOK ONE: NOKGORKA



The Konstantinov is damaged from the fight. Nokgorkan comrades will help you repair the ship so you can depart for Al' Istaan, but first you must find and destroy the dreaded Hydra Class Krawl Tank that threatens your Nokgorkan hosts.

MISSIONS

BOOK TWO: AL' ISTAAN



The Konstantinov returns to the desert kingdom of Al' Istaan where Kar Dathra has been imprisoned by a sect of tyrannical Nistaani warlords loyal to the false promises of Troika. Find and free Kar Dathra from his imprisonment so he can help defeat the vile Troika and his Red Army.

BOOK THREE: TAKTAROV



Congratulations. You are a true hero. It's simply amazing you've made it this far. The odds were so far against you as to seem impossible. But all that's in the past now, and it's hard to believe that all your previous experience has prepared you for the awful assault that awaits as you finally face the foe who has been the author of so much torment—Troika. Now it's survival for the Red Star or annihilation. There is no other option.

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THE RED STAR

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