

REIGN OF FIRE™



MATURE
M
CONTENT RATED BY
ESRB

beam!
entertainment

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

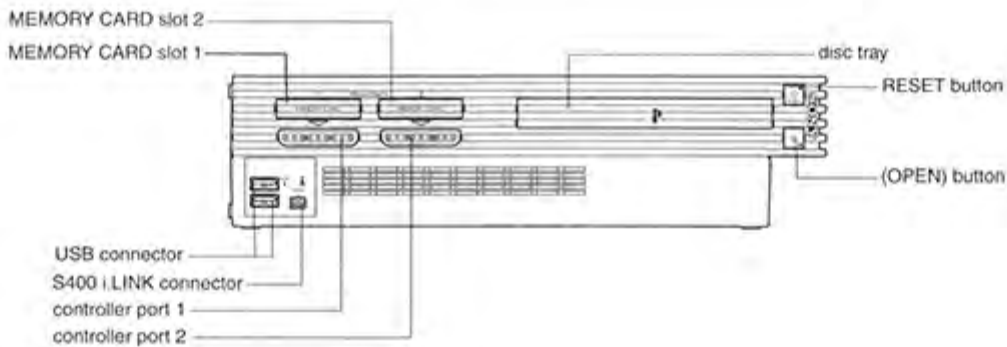
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED



Set up your PlayStation[®]2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the Open button and the disc tray will open. Place the Reign Of Fire™ 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.

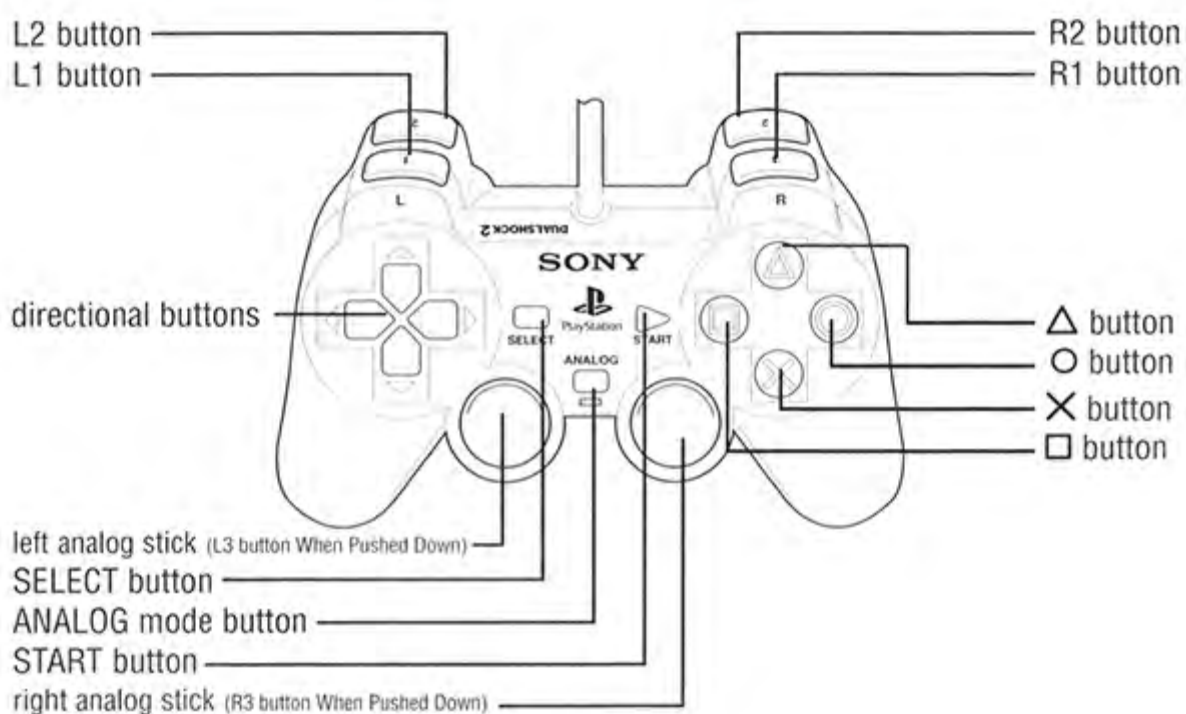
Memory Card

Reign Of Fire™ requires a memory card (8MB) (for PlayStation[®]2) to save your games. A game save takes at least 80 kilobytes of free space. You can obtain a memory card (8MB) (for PlayStation[®]2) through the retailer where you purchased your PlayStation[®]2 game console or this game.

To access your memory card (8MB) (for PlayStation[®]2), insert your memory card (8MB) (for PlayStation[®]2) into MEMORY CARD slot 1.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Game Controls

All references to button selection in this manual refer to the default controller configuration. Selecting CONTROLLER from the Options menu allows the default settings to be changed, as well as the ability to turn the vibration function ON or OFF.

HUMAN CONTROLS

SIMPLE

- left analog stick – Aim
- R1 button – Fire Minigun
- L1 button – Fire Primary Weapon
- L2 button – Fire Secondary Weapon
- R2 button – Flip View
- X button – Accelerate
- button – Brake
- SELECT button – Change Camera
- START button – Pause

ADVANCED

- left analog stick –
Accelerate/Brake/Steer
- right analog stick – Move Weapon
- R1 button – Fire Minigun
- L1 button – Fire Primary Weapon
- L2 button – Fire Secondary Weapon
- R2 button – Reverse View
- SELECT button – Change Camera
- START button – Pause

DRAGON CONTROLS

DEFAULT

- left analog stick – Pitch and Roll
- X button – Accelerate
- X button (Double Tap and Hold) –
Speed Surge
- button – Brake
- R1 button – Fireball
- L1 button – Napalm Breath
- L2 button – Evade Left
- R2 button – Evade Right
- R2 button and L2 button – 180° Turn
- button – Pick Up
- △ button – Reverse View
- SELECT button – Change Camera
- START button – Pause

ALTERNATE

- left analog stick – Pitch and Roll
- X button – Fireball
- button – Napalm breath
- button – Pick Up
- △ button – Reverse View
- R1 button – Accelerate
- R1 button (Double Tap and Hold) –
Speed Surge
- L1 button – Slow
- L2 button – Evade Left
- R2 button – Evade Right
- SELECT button – Change Camera
- START button – Pause
- R2 button and L2 button – 180° Turn

INTRODUCTION

Reign of Fire is based on the scorching blockbuster movie of the same name.

In present day London, twelve-year old Quinn watches as his mother, a construction engineer, inadvertently wakes an enormous fire-breathing beast from its centuries-long slumber. Twenty years later, the world has become scarred and overrun by this massive beast and its many offspring...

The year is now 2084. In just a few decades, the human race has found itself on the verge of extinction. Now only a small number of human outposts remain scattered around the globe, and they must defend themselves from constant attacks from Earth's new dominant species: Dragons...

Now Quinn and a few heavily armed soldiers under the command of the dangerous Denton Van Zan decide to fight back against the beasts.

It's time to fight fire with fire...

MEMORY CARDS

When you turn your PlayStation®2 on, it will detect whether you have a previous *Reign of Fire* saved game. You will then be able to continue the game from the Main Menu.

MAIN MENU

From this menu you will be able to choose the following options:

Continue

The **Continue Game** option will only be enabled if a memory card (8MB) (for PlayStation[®]2) with a *Reign of Fire* save game is detected. Once selected, this will load the latest save on the memory card.



New Game

The year is 2084. The Earth is in ruins, devastated by the awakening of dragons from their age-old slumber. The humans are hungry and few in number. Decide which side to play: humans who must fight back against the beasts, or dragons that want to blast the humans out of existence. The dragon missions will only be unlocked once you have completed a number of the human missions.

As a human, you play the role of a resistance fighter in charge of a selection of well-equipped vehicles: 4X4 jeep, buggy, fire truck and tank. With this hardware, you must defend your fort from the non-stop dragon attack and then eventually take the battle to where it all started—London. Led by the gritty Denton Van Zan, you must take any mission orders without question—however dangerous or suicidal they may seem. The safety of the entire human race depends on your success...

As a dragon, your objectives are to stop the humans from leading any resistance and to protect your kind. Fight land, sea and air enemies that will try to blow you out of the sky any way they can. The human race must be eradicated once and for all.

THE FIGHT BACK BEGINS

Options

From this sub-menu you can alter the set-up of the game:

Sound Setup: Change **SFX**, **Music**, or **Speech**. Increase or decrease the volume of the game SFX or Music. Select sound in Stereo or Mono.



Screen Setup: Allows you to position the screen to suit your television.

Control Setup: Allows the **Vehicle** and **Dragon** controls to be changed, simplified and inverted to suit you. Also allows you to switch VIBRATION ON or OFF on the DUALSHOCK®2 analog controller.

Load: Load a previously saved game from an inserted memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 or 2.

Save: Save the current game to the inserted memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 or 2.

Features

From this sub-menu you can access various special features.

PLAYING THE GAME

Human Missions

You play as one of the Kentucky Irregulars, a band of US soldiers under the command of the uncompromising Denton Van Zan. You're thrown straight into the action with the fort under attack from both land and air beasts. Bring down the beasts hard and fast! Get them in your crosshairs and keep your finger on the trigger. Lock and load—the battle begins now...

Objectives

The Irregulars communicate with each other via radio. Mission briefings and messages will come from Van Zan and other members of the squad via an on-screen pop-up. Never disobey any orders or you'll find yourself in the firing line just like the dragons and beasts...



HEADS-UP DISPLAY/ GAME SCREEN

Radar Display

Light Blue Blip – Important Allies

Dark Blue Blip – Friendly Unit

Red Blip – Enemy

Green Blip – Ammo Crate

Yellow blip – Next Objective

Purple blip – Water Pipe



As you rotate the camera control, the green cone within the radar will rotate. This guides you to the next objective. Rotate until the camera is pointing north and head in that direction: when it fully opens out you are at the correct waypoint.

Ammunition Amount – This displays how much ammunition you have left in each primary and secondary weapon.

Targeting Crosshair – This is always locked at the center of the screen. The sight will turn red when you target an enemy and green when you target and an ally.

Incoming Messages – This is the area to watch to learn your next set of objectives. Ignore them at your own peril.

Current Vehicle Health – With all the action going on, your vehicle is going to take some real hits. There isn't any way you're going to get out of this without at least a scratch. Just make sure your vehicle health doesn't completely run out.

Temperature Gage – It's going to get hot out there. When the gauge rises to the red, start to worry—your vehicle is going to get even hotter if it gets set on fire. Find a water duct, shoot at it and drive through the stream of water that sprays out or drive into shallow water to get your temperature back down.

Compass – It's always good to know where north is.

MISSION SUCCESS SCREEN

At the end of each level you will be taken to the Mission Success screen. You'll see different criteria that you had to fulfill in the previous level to attain a medal. There are four medals to collect. You will be awarded a medal depending on how much of the level criteria gets completed. The numbers in green indicate success, and the numbers in red indicate failure.



At the end of each successful level you will also be given the opportunity to **Save** or **Continue**. Press **Save** to save your current mission point to your memory card (8MB) (for PlayStation®2).

CONTROLLABLE VEHICLES

4x4 Jeep

Fast and maneuverable, armed with a machine gun and missile turret that can aim independently in both axes. A perfect vehicle for getting into combat fast and keeping all the beasts at bay.



Tank

Heavily armored and with a powerful cannon. The turret can aim independently in both axes. If you need to take out a beast that deserves more than a burst of bullets, this is your machine. Not the speediest of vehicles, so make sure you've always got a shell in the cannon...



Fire Truck

A 4x4 fire truck: a specialist vehicle armed with an independently aiming water cannon and a machine gun. Able to get to any scene pretty speedily, able to pick up and carry up to six passengers, and of course can put out the most raging of fires.



Buggy

The lightest of the available land-based vehicles and armed with an independently aiming light machine gun turret. It is ideally suited for stealth and missions requiring speed and agility. Advanced players can utilize hills and bumps in the terrain to execute fast turns mid-air. Also comes with grenade and missile capability.



WEAPONRY



Machine Gun Turret

Primary weapon with fast rotation, rapid rate of fire, but with relatively low damage capability. Infinite ammunition.

Tank Cannon

Primary weapon with slow rotation, slow rate of fire and slow reload, but capable of high damage. Finite ammunition.



Ground to Air Rocket

Secondary weapon with a medium rate of fire, high damage capability, and finite ammunition. Ammunition can be replenished by driving through one of the ammo pick-ups.



Heat Seeking Missile

Secondary weapon that seeks heat (useful when taking out fire-breathing beasts!), with medium rate of fire, high damage, and finite ammunition. Ammunition can be replenished by driving through one of the pick-ups.



Water Cannon

Primary weapon with fast rotation and continuous rate of fire. Does zero damage because its sole purpose is to put out fires. Very useful when you're being barraged by flames!



Water Grenade

Secondary weapon that fires like a grenade but has the positive effect of exploding water, not shrapnel, on impact. Useful for dousing those fires that are just a bit out of reach.



HUMAN ENEMIES

The beasts that you'll meet in *Reign of Fire* will make your life and that of the humans around you a scorching hell. You will encounter many different types of land and airborne beasts—from the young Jakyls that try and ram your vehicles, to the giant Napalm Breathers that are so huge they fill your field of vision. When the sky becomes filled with a whole pack of dragons, start to worry. These dragons will use everything in their power to eradicate the human race—and not just destructive breath and fireballs—watch out for them picking up nearby vehicles and dropping them right back down on top of you...



DRAGON MISSIONS

They're extremely intelligent, highly evolved, and they don't like sharing the planet. The humans are fighting back against the dragon breed and they must be stopped. Join the battle as the humans make their all-out push on London. Be prepared to battle everything the humans have left including Harrier jump jets, frigates, missile launchers and building fortifications. Your objectives will be constantly updated, but be prepared to cause maximum damage on anything that moves or doesn't move...



DRAGON WEAPONRY/ SPECIAL MOVES

Fireball

The fireball is a dragon's main attack weapon. A ball of burning matter with a trail of fire and smoke can cause huge amounts of damage from a long range. Take out enemies on the ground, in the sea or in the air. The fireball always ends in a small explosion on impact and any combustible objects in the range of this explosion will burn and take damage.



Napalm Breath

Napalm breath is a pretty awesome thing to witness: a constant stream of fire emanating from a dragon's mouth and spreading outward for a short range. When you want to spray fire all over the place, there simply isn't any other option.



Picking Up Objects

Dragons are able to pick up objects such as vehicles or humans and strategically drop them into the field of play.

HEADS-UP DISPLAY/ GAME SCREEN

The radar display of the dragon, like the human H.U.D, contains a large amount of useful information that will help you find your way around the terrain.

Radar Display

Orange Bar – This bar shows how much flame attack you have left. Leave it alone for a few seconds to recharge back to full strength.

Light Blue Bar – This bar shows how much stamina you have left. Hovering around isn't easy. Release the hover button to recharge your stamina.



Red Blip – These are your human enemies. Destroy them all!

Blue Blip – These are your sister dragons. They will help you in your various missions.

Targeting Crosshair

Use this to aim your weapons of destruction.

Health

Health is the green bar at the bottom of the radar display. This bar will shrink as you lose health.

MISSION SUCCESS SCREEN

At the end of each level you'll be taken to the mission success screen. You'll see different criteria that you had to fulfill in the previous level to attain a medal. There are four dragon skull medals to collect. You'll be awarded a skull depending on how much of the level completion criteria was finished. The percentages in green indicate success and the percentages in red indicate failure.

At the end of each successful level you will also be given the opportunity to **Save** or **Continue**. Press **Save** to save your current mission point to your memory card (8MB) (for PlayStation®2).

CHARACTER PROFILES

VanZan

The leader of the Kentucky Irregulars, a classic Patton-like U.S. military authority figure, hard but fair and able to chew nails for breakfast. Commands total respect from his men.

Alex

The Irregular's helicopter pilot, she's been through a lot of action with the men and is as hardened a soldier as they are, if not more so. A hideous incident with dragons in her childhood has left her body scarred and burnt.

Quinn

The leader of the Norfolk encampment, Quinn's mother was killed in his youth when the two of them came face to face with the Bull. Quinn is against overt heroics and his principle concern is for the well-being of the people under his command.

CREDITS

KUJU PRODUCTION TEAM

Executive Producer

Mark Washbrook

Project Manager

Richard Underhill

KUJU PROGRAMMING TEAM

Lead Programmer

Matthew Whitton

Programmers

Ben Deane

Graham Parker

Ilan Copelyn

Mark Wesley

Tools

Matt Cloy

Engine Programmer

Rob Withey

Additional Code

Alastair Patrick

Darren Baker

Rhona Robson

KUJU DESIGN TEAM

Lead Designer

Alex Cullum

Designers

Dan Riley

Bob Jones

Jeremy Dowsett

KUJU ART TEAM

Lead Artist

Tancred Dyke-Wells

Animators

Ken Doyle

Keiko Lippard

Artists

Jamie Field

Andrés Rovina-Roquero

Matt Parford

Stephen Macfarlane

Jack Griffin

Caroline Green

Saleh Ahmed

Glenn Davidson

Sound Effects

Matt Cloy

Robert Price

Music

James Hannigan

Casting And Voice Production

Philip Morris at AllInTheGame Ltd.

Cast

Corey Johnson

Scott Maslen

Larissa Murray

Jason Isaacs

Eric Meyers

Kuju Test

Asad Habib
Stephen Stanyon
Victoria Rose
Leo van der Borgh

Video and Music

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courtesy of ARTISTdirect Records, L.L.C.

Publishing

J. Lynn Johnston, James Barlow,
Anthony Boscarini, Ben Froehlich
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Special Thanks

Ian Baverstock
Jonathan Newth
Julian Davis
Tracy Gordon
Jon Vernon
Paul Fawley
Cherie Anderson
Siobhan Calfe
Tom Alexander
David Stanley

*BAM ENTERTAINMENT EUROPE***Executive Producer**

Nick Goldsworthy

Director of European Development

Joe Booth

Brand Manager Europe

Anthony Parkins

Product Manager

John Merchant

Director of European PR

Dawn Beasley

European PR Manager

Cat Channon

Publishing Support Group Manager

Erkan Kasap

Associate Producer

Nana Penemo

Testing

The Test Group UDS
Richard Wilson
Martin Wiggins

*BAM ENTERTAINMENT NORTH AMERICA***VP of Worldwide Development**

Alain Tascan

Sr. VP of Worldwide Marketing

Jill Braff

Director of Public Relations

Susan Kramer

Manager of Public Relations

Mika Kelly

Director of Marketing

Jack Symon

Publishing Support Group Manager

Robert Daly

Product Support Group Engineers

Paulo Baier, Kelly Calabro

Special Thanks

Laili Sammah

Ignited Minds, LLC

Anthony Williams

Alasdair Gemmell

Annie Sullivan

Barry Simpson

Clyde Dickson

David Brassington

Karen Daniels

Katja Behrens

Kevin Hutchinson

Lia Tsele

Lynne Collett

Marcus Fielding

Paul Blakeway

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BAM! ENTERTAINMENT, LTD
333 West Santa Clara St, Suite 716
San Jose, CA
95113
USA

TECHNICAL SUPPORT

Tel: 408-298-1946

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BAM! ENTERTAINMENT, INC
333 West Santa Clara St., Suite 716
San Jose, CA 95113
USA

TECHNICAL SUPPORT
Tel: 409-298-1946



www.bam4fun.com

BAM! Entertainment, Inc. 333 West Santa Clara St., San Jose, CA 95113

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