



感染拡大

hackTM
INFECTION

Part 1



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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:

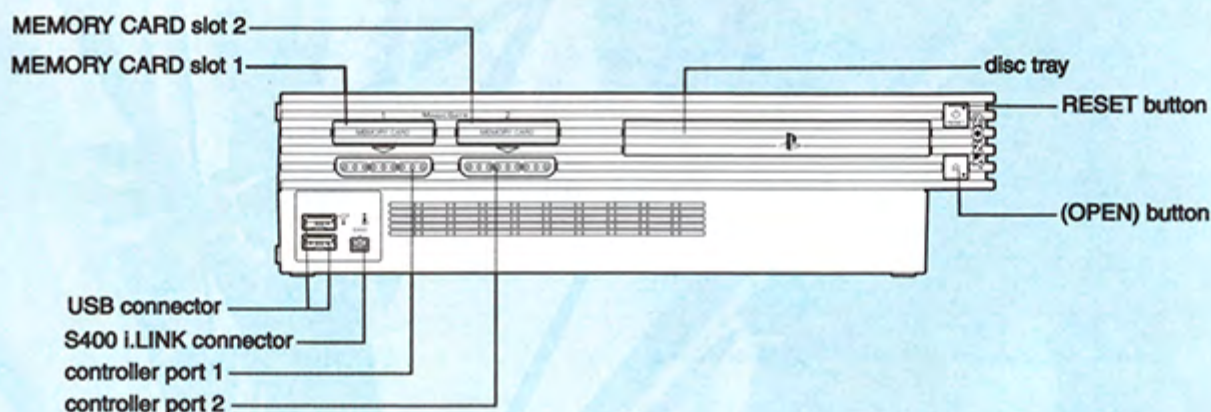
- This disc is intended for use only with PlayStation® 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep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



GETTING STARTED

Before starting the game...

Set the Game Disc into the console. When the power is turned ON, the opening demo and title screen will follow. Use the directional buttons (or left analog stick) to select the modes and press the \otimes button to confirm a selection.

*Press the START button or \otimes button to skip the opening demo.

NEW GAME

New Game is selected when playing the game for the first time or when restarting the game from the beginning. When the \otimes button is pressed, the opening movie will begin and the game will begin once user registration is complete (See page 4).

*Press the START button to skip the opening demo.

SAVE DATA

Set the Memory Card (8MB) (for PlayStation®2) containing saved data into MEMORY CARD slot 1 or 2 to recall saved data and play the game from specific saves.

*To save game data, at least 685KB on the Memory Card (8MB) (for PlayStation®2) is needed.

OPTIONS

Change game settings (see page 4 for details).

Controller Operation

Dualshock®2 Analog Controller Configurations



L1/R1 button	Rotate camera
L2 button	Change view
R2 button	Reset camera
Directional buttons (Left analog stick)	Movement, cursor
Right analog stick	Zoom in, zoom out, rotate camera
△ button	Personal Menu
□ button	Chat Menu
○ button	Cancel
× button	Action, confirm
START button.....	Option Menu
SELECT button.....	Switch maps

- The analog mode on the DUALSHOCK®2 analog controller is activated when the analog mode button is pressed and the LED mode indicator is displayed in red. When the LED mode indicator is OFF, the right and left analog stick cannot be used.
- Any operation listed under the directional buttons may be conducted with the left analog stick.
- The vibration feature on the DUALSHOCK®2 analog controller may be set by selecting either ON/OFF under the "Vibration" heading in the OPTION menu regardless of whether or not the red LED mode indicator is displayed.
- The above functions are the initial settings. The settings may be changed by accessing the "Controller" heading under the OPTION menu.

User Registration

When NEW GAME is selected, enter a user name and character name to register.

Begin by entering your user name. Select the characters with the directional buttons and press the \otimes button to confirm selection. After entering the characters, select "Enter" and press the \otimes button.

The character names are what other players will see in "The World." You will not be able to use names that are already registered within the game. Select "One Back" to return to the User Name Field.



Options

Press the START button and the Options Menu will be displayed.

Vibration: Set the vibration function of the analog controller ON/OFF.

Adjust Screen: Adjust the screen position using directional buttons.
**"X:0 Y:0" is the initial setting.

Sound: Change the settings for Main, BGM, and SE volumes, as well as change mono/stereo settings.

Data Drain: Switch Data Drain demo ON/OFF
(Only available in "The World").

Voiceover: Switch voiceover language between Japanese and English.

Movie Text: Switch dialog box in movies ON/OFF.

Title Screen: Quit the game and return to Title Screen.

Check e-mail from friends, read WEB News, save data and play "The World."
The game begins at the Desktop.

THE WORLD

Select to play "The World."

MAILER

Check e-mail. Unread e-mails will have a flashing icon next to them.

NEWS

Read Web News. Unread news items will be marked "NEW."

ACCESSORY

Switch the desktop wallpaper design.

AUDIO

Switch the desktop BGM or view Movie Clips available after clearing the game.

DATA

Set the Memory Card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 or 2 to save game data. After selecting a MEMORY CARD slot, select the location you wish to save.

*To save game data, at least 685KB on the Memory Card (8MB) (for PlayStation®2) is needed.



Log In Screen

Select "The World" from the Desktop.

LOG IN

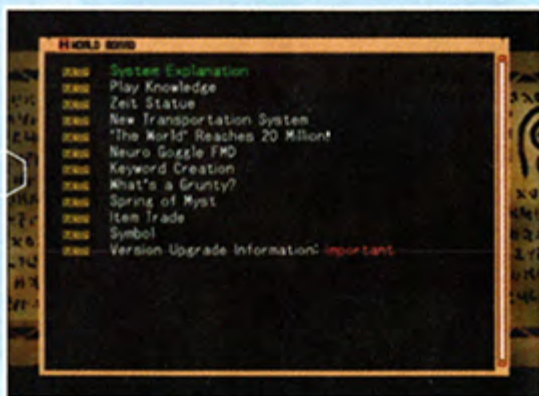
Access the game, "The World."

BOARD

Forum for players of "The World." Read strategy information or other topics. All unread entries will be marked NEW.

QUIT

Return to Desktop.



Root Town

Select LOG IN to warp into the Δ Server Root Town, Mac Anu. Form parties, purchase items, and prepare for your journey in this Root Town. Once you are equipped and prepared, enter Keywords at the Chaos Gate and begin your journey (see page 10).



MAP

Root Town map. Shops, Chaos Gates, and player's current location are displayed. Switch display ON/OFF by pressing the SELECT button.

STATUS

Player status and party member HP/SP's are displayed.

CURRENT LOCATION

(RED TRIANGLE ON THE MAP)



CHAOS GATE



RECORDER



ITEM SHOP



ELF'S HAVEN



WEAPONS SHOP




MAGIC SHOP

MEMBER ADDRESS

By obtaining a member address from a player you meet in a Root Town or dungeon, you will be able to send Flash Mail with the "Party" command and ask them to join your party.



Personal Menu

Press the  button to display the Personal Menu. Information pertaining to the status of skills, items, equipment, and other player information may be checked. In addition, form a party by sending Flash Mail to players who have given you their member addresses.

SKILLS

Check currently available skills. A description of the skill will be displayed on the bottom of the screen.

*You cannot use Skills in the Root Town.


Skill Description: Level of Skill:
Physical (P) or Magical (M): Element:
Class or Description.



ITEMS / KEY ITEMS

Check currently available items. A description of the items will be displayed on the bottom of the screen.

DISCARDING ITEMS

Discard items in possession. Select the number of items to discard and press the  button to confirm.



STATUS


Check the status of your character and your party members. You may change the members displayed by pressing the L1/R1 buttons.

Level: Current level will increase depending on the experience points you gain during battle.

Experience Points: The amount of experience points necessary to increase to the next level.

Money: Money in possession.

Job Class: Equipment varies depending on class.

Equipment: Equipment is displayed in the following order: "Weapons," "Head Armor," "Body Armor," "Hand Armor," "Leg Armor." Press the  button to view the status of the equipment for level, equipped skills, additional effects, and parameters.



Parameters: Player's physical and magical and elemental parameters. The higher the number, the more efficient the player. A description of each parameter will be displayed below.



Press the button to view items a player possesses.

EQUIPMENT

Change the player's equipment. Select equipment from the list of "Available Weapons" to change equipment. Add skills by switching equipment in green; skills that are lost are in orange. Parameters that increase by changing the equipment are in green and parameters that decrease are in orange. indicates classes that are unable to equip.



PARTY

To form a party, send Flash Mail to invite other players whose member addresses you have received. Add a maximum of two members into your party.

Add: Select a player from the Party List and send FlashMail. If a player is not logged into "The World," he/she cannot be added.

Remove: Remove a member of your party.

Disband: Disband current party.



GATE OUT

This ends the journey and returns you to the Root Town. This command may only be used on the field. *Cannot be used during battle or inside dungeons.

LOG OUT

Log Out and return to "The World" Log In Screen. This is only available in the Root Town.

Chaos Gates

Press the \otimes button when you are near the Chaos Gate. Enter Keywords to be transferred to a designated Area with your party members.

RANDOM

Randomly combine Keywords you have obtained into the Word Entry Plate. Battle level and properties of the designated area are displayed.

NEW KEYWORD

Freely combine Keywords in the Entry Plate and warp to the designated Area.

WORD LIST

Select Keywords obtained from the e-mails, Board, and conversations with other players. An explanation of the Keyword is displayed (when events have not yet been cleared in certain areas, a \checkmark mark will appear).

WARP HISTORY

Select Keywords that have already been created from "New Keywords" and "Random".

OTHER SERVERS

Move to another Root Town server.

*For other servers and Root Towns, please refer to the e-mail you receive from CC Corporation at the beginning of the game.



Fields & Dungeons

When Keywords are entered at the Chaos Gate, you will be warped to the field to battle enemies while trying to find the dungeon entrance.

Jewel marks for each status factor will light up. The three columns on the right indicate which factors are affected by the Keywords in Parts A, B, and C from left to right, respectively. When there is more than one jewel for a factor, priority is given to the Keyword with the red jewel.

Select "Warp" to warp to the Area.



CAUTION ADVISORY

Due to maintenance and other events, you may be forbidden to warp to certain Areas. When the server functions are restored, you will be able to freely move about.

Battle Mode

Battle will ensue when enemies are within proximity.

ENEMY MONSTER STATUS

Name, HP, Element attribute, and status of the monster within the player's battle range are displayed.

ENEMY

Enemies outside the view will be displayed on screen as ENEMY in the direction it is in.

MEMBER STATUS

Member HP and SP are displayed. Each status effect will be displayed above each member.



ENEMY MONSTER HP GAUGE

Displays enemy monster's HP.

WEAPONS

Target an enemy monster and press the ⊗ button to attack. Attack power will vary with the equipped weapon. If the enemy is out of range, you will not be able to attack.

SKILLS

Select "Skills" from the Personal Menu and select the skill and target. The number displayed next to each skill is the SP (Skill Point) required to execute the skill. If there is not enough SP, that skill cannot be used.

Aside from Recovery and Strengthening Skills, skills cannot be executed unless the target is in view.


ITEMS

Select "Items" from the Personal Menu. Select the item and target to execute. Aside from Recovery and Strengthening Items, items cannot be executed unless the target is in view.

HP AND SP

When all party member's HP is 0, the game is over. HP and SP can be recovered with skills and items. SP will also recover gradually with time.

Party Battle

Press the  button to display the Chat Menu to direct party members.

*The Chat Menu cannot be used unless a party has been formed.

SKILL USAGE

Issue commands for members to use selected skill types from the list. The explanation is displayed on the bottom of the screen.

Once commands are issued, the command is in effect throughout battle. When other commands are selected, the players will obey the newly selected commands. When battle is over, the commands are automatically canceled, and all movement will be based on strategy.



STRATEGY

Basic strategies are issued to all members. Explanations will be displayed at the bottom of the screen. Current operation is highlighted yellow. Operation Wonder Battle is the default.



MEMBERS

Select a member to command. Designate skill, change equipment, target, assemble, or place a member on standby.



CHAT COMMAND

Address party members in the Chat Menu during battle. With the Designate Skill command, you can designate attacks, recovery and / or support. Using basic strategy, you may switch battle actions, assign actions individually, or have others use skills you do not possess.

EXPERIENCE POINTS

For each enemy defeated, all party members will receive experience points. The amount of experience points allocated to each party member depends on the enemy defeated. If the enemy level is higher than you, the amount of experience points obtained is high. If the enemy level is lower, the experience points gained is low.



Status Effects



Occasionally, opponent's attacks or ally skills and items can affect player status. Status changes are cured with time, items, and skills. A status change icon will be displayed above the player whose status has changed. Increase or decrease in status will be displayed by the words UP and DOWN.

STATUS CHANGE ICONS AND CURE ITEMS



Poison: HP will continue to decrease for a set amount of time.
Cure item: Antidote



Speed Down: Speed will decrease for a set amount of time.
Cure item: Antidote



Sleep: Immobile for a set amount of time.
Cure item: Restorative



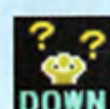
Charm: Attacks allies for a set amount of time.
Cure item: Restorative



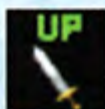
Paralysis: Immobile for a set amount of time.
Cure item: Antidote



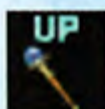
Curse: HP continues to decrease for a set amount of time.
Cure item: Restorative



Confusion: Attacks allies and enemies for a set amount of time.
Cure item: Restorative



Physical Attack Increase



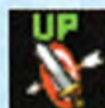
Magical Attack Increase



Physical Defense Increase



Magical Defense Increase



Physical Accuracy Increase



Magical Accuracy Increase

*The above are an example of those that require quick cures. Status effects other than the ones listed above also exist.

ADDED EFFECTS

Some weapons have added effects that are executed at a certain percentage. When executed, the following words will appear above the player.

Life Drain: Possible chance of draining the opponent's HP.

Skill Drain: Possible chance of draining the opponent's SP.



Data Drain

By using a special skill called Data Drain, you will be able to rewrite the monster data, itemize data that has been drawn, and decrease levels of monsters. **This is an illegal action that is against user agreement with CC Corporation. Continuation of this action could lead to serious damage to your character. We will not be held responsible if irreversible damage is done to your character data.**



When the "PROTECT BREAK" mark is displayed during battle, open the Personal Menu by pressing the \triangle button and select Data Drain from the Skills Menu.



Viral Infection

Continued usage of Data Drain results in spread of the virus which is indicated by the color gauge. When spread of 100% is reached, a system error will occur and the game will be over. The spread can be decreased by defeating monsters without usage of Data Drain. Use Data Drain with caution.

Spread rate based on color:

Blue (25%) > Green (50%) > Yellow (75%) > Orange (99%) > Red (100%)

Pros and Cons of Data Drain

Pros

- It is possible to obtain rare equipment items.
- You may obtain Virus Cores necessary for Gate Hacking.
- You will be able to weaken high level monsters and immortal monsters.

Cons

- Monster levels are low after Data Drain, so even if you defeat them, you won't gain many experience points.
- As the spread increases, there is a higher chance of going berserk, and when this occurs, there is a possibility that the game will end.



Gate Hacking

Areas known as "Protected Areas" can only be accessed through Gate Hacking.

Trespassing into them is possible by using Virus Cores. **This is an illegal action that is against the user agreement with CC Corporation. These actions could cause serious damage to your character data. We will not be held responsible if irreversible damage is done to your character data.**

The figure on the left shows the type and number of Virus Cores required to open the gate to the Area: Rotate the gate with the left and right directional buttons. Add or subtract Virus Cores with the up and down directional buttons.

The column on the right shows the list of Virus Cores you currently possess. Virus Cores that are missing will be highlighted in red. Once you have used a Virus Core, it will be subtracted from the list. A Protected Area opened by Gate Hacking will be accessible to all players.



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Vol.1: in the case of Mai Minase

Please refer to the owner's manual on how to play a DVD on your Playstation®2.

*The English subtitles are a translation of the Japanese audio track. It may differ from the English audio track at certain points.



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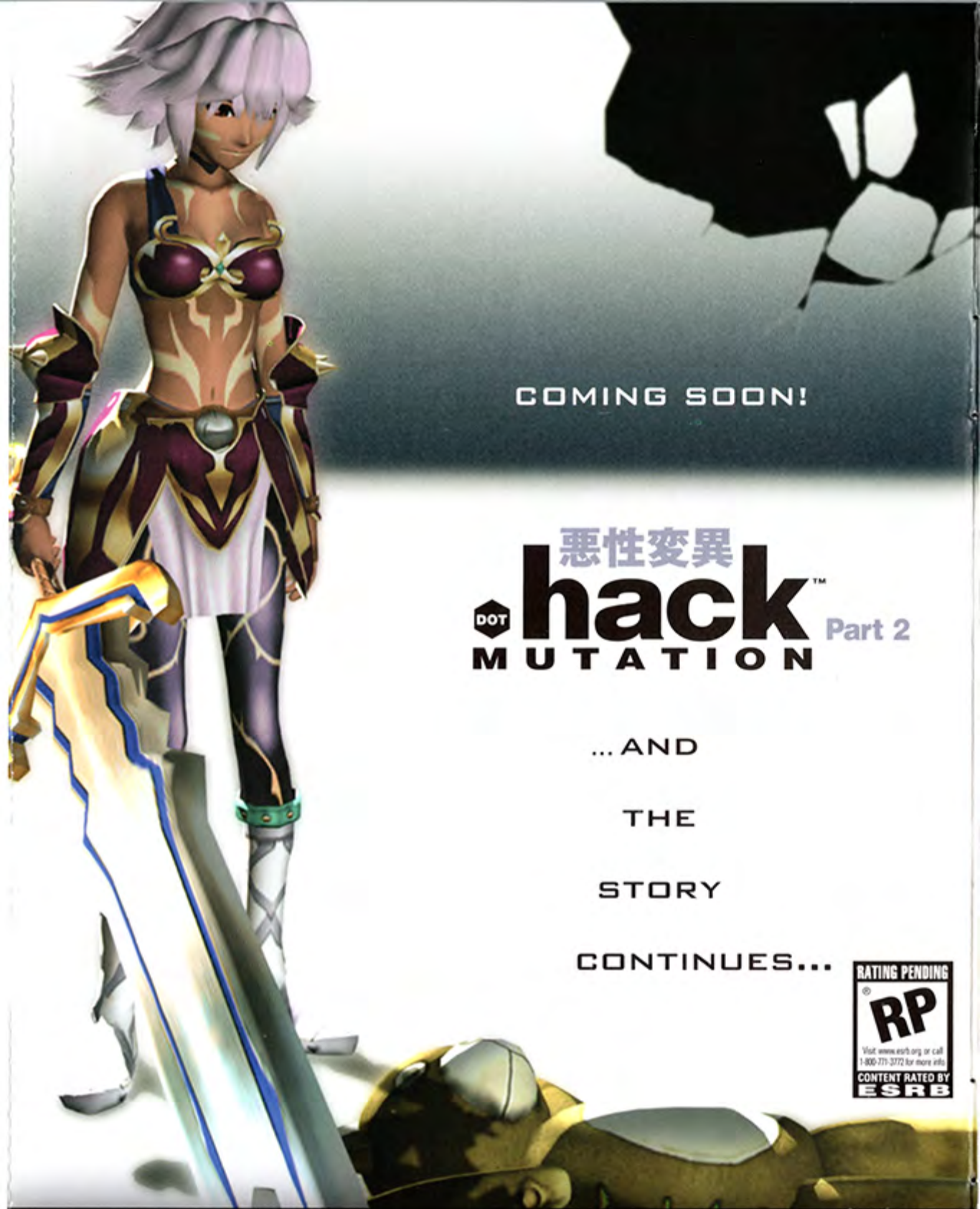
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