



NTSC U/C

PlayStation

ASSAULT: RETRIBUTION



SLUS-00713



WARNING: READ BEFORE USING YOUR PlayStation® GAME CONSOLE

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® game 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® game 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.

HANDLING YOUR PlayStation® DISC

This compact disc is intended for use only with the PlayStation® game console.

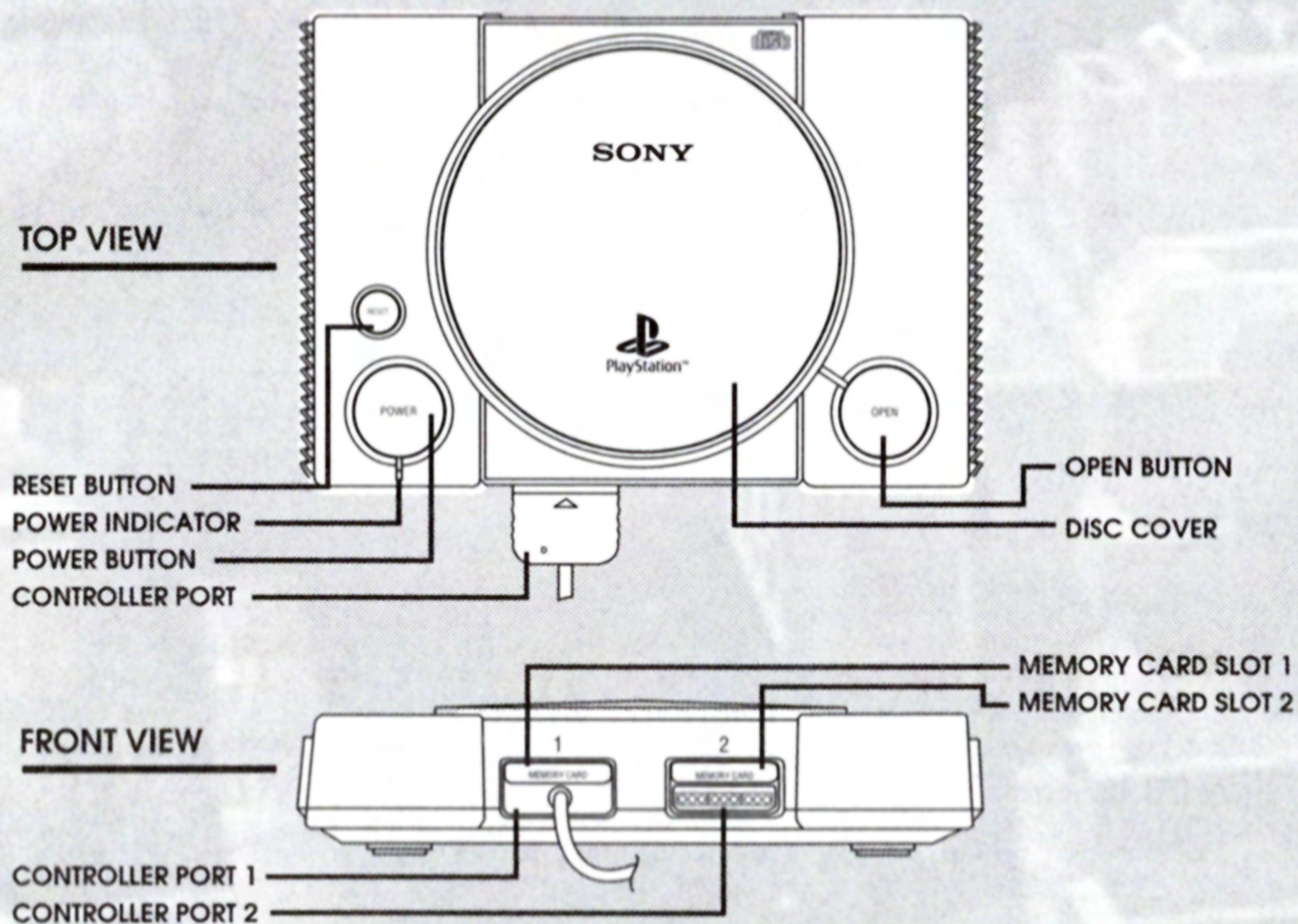
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case 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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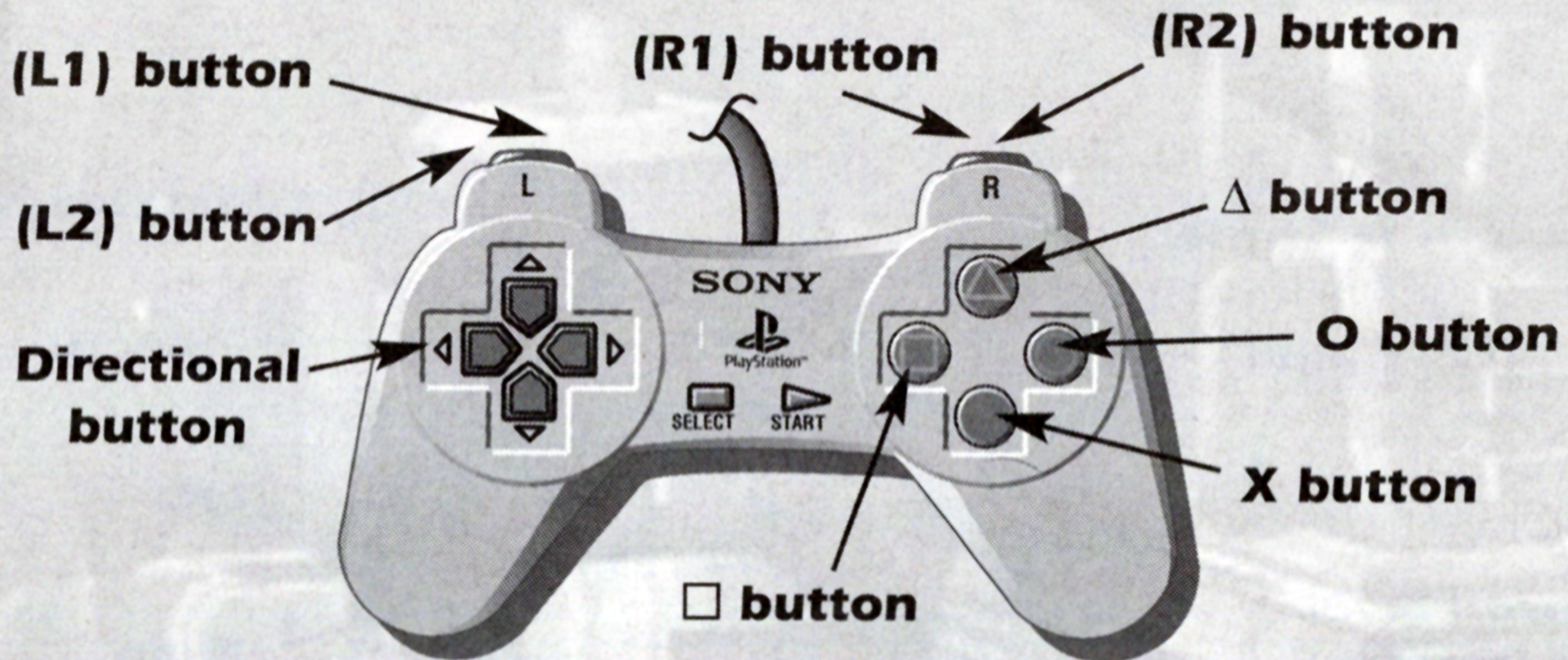
GETTING STARTED

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the Power Indicator is OFF before inserting or removing a compact disc. Insert the Assault: Retribution™ disc and close the Disc cover. Insert game controllers and turn on the PlayStation® Game Console. Follow on-screen instructions to start a game.



Press Start to pause the game. To quit a game in progress, press Start. The Quit Menu will appear. Select "Yes", then select "Yes" again to confirm and exit the game, or select "NO" to return to your game.

C O N T R O L L E R

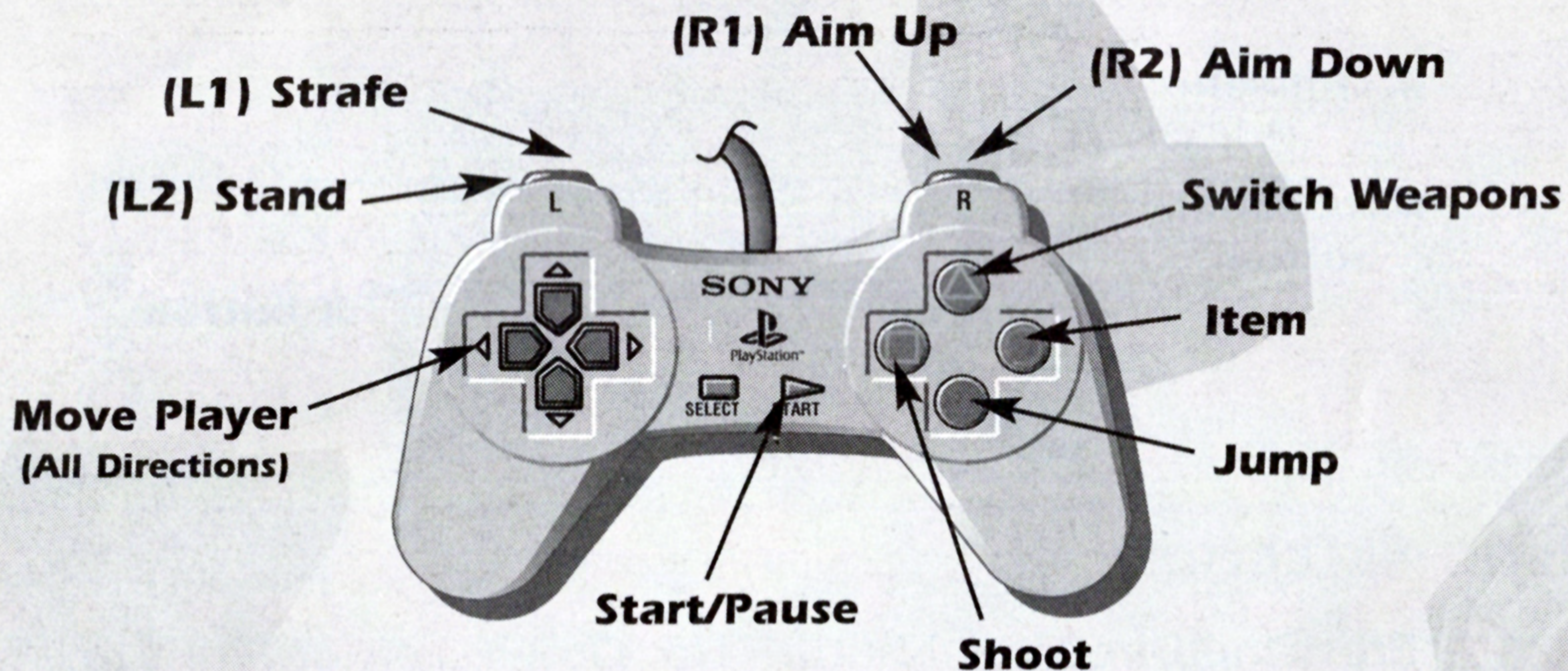


MENU SELECTION

- Press the Directional button Up, Down, Left or Right to highlight options.
- Press the X button to select options.
- Press the Δ button to go to the previous menu.
- Press the Start button to pause the game and display the Quit Menu.

DEFAULT CONTROLS

Before you begin your game, familiarize yourself with the controls.



If you're not satisfied with the default controller configuration, you can modify it any way you like (see *Redefine Controls*, pg. 9).

T H E S T O R Y S O F A R

The year is 2198. The peaceful utopian city of Arcadia is devastated by the impact of a giant object plummeting from the early morning sky. Now, with much of the population dead, injured, or fleeing the wreckage, reports are coming in of a rapidly spreading infestation of hideous mutant creatures, flowing like a river from the crashed object.

These creatures must be wiped out before they reach any other cities. The object, which is a craft of unknown origin, must be destroyed or sealed off to prevent any further danger. No mutants are to be left alive.

Here are your orders: As part of a rapid deployment team specializing in heavy weapons combat in hostile alien environments, you are to be dropped into what remains of the city. Your priority is to reach the alien craft, investigate and destroy it by any means necessary.

Other teams will attempt to clear the free-roaming mutants from the rest of the crash site. Any creatures you encounter on the way across the city must be terminated with extreme prejudice.

Air support and further information will be provided by a dropship deploying weapons and other equipment if the situation deteriorates. Experts say it undoubtedly will as you approach the center of the crash site.

MAIN MENU

Assault: Retribution™ is an awesome third person shoot-em-up. Before you begin, familiarize yourself with the games features.



The start-up screen gives you all the choices you'll need to start the game, and set options to your liking.



ONE PLAYER OR TWO PLAYER GAME

You can select from either a One Player game, or share the slaughter with a friend in an exciting Two Player cooperative game. The game is more difficult in Two Player mode, with more aliens and alternative levels only accessible in Two Player mode.

MAIN MENU

In the Main Menu, you will find a variety of options. Here you can customize the game's difficulty and weapon functions, configure your controller to your liking, and access the Memory card Menu.

MEMORY CARD

LOAD DATA - Loads saved game data such as your controller configurations and save points in a game.

CREATE NEW FILE - Allows you to create a block on your Memory card in order to save your game.

NOTE: You must first create a block for the game to save at the save points.

DELETE DATA - This option allows you to delete saved data files on your Memory card.

NOTE: Do not remove the Memory card while the card is being accessed. This could damage the card and any saved information on it.



O P T I O N S

Customize the game to play it your way.

DIFFICULTY SETTING - Select from four levels of difficulty: Rookie, Squaddie, Commando, or if you're crazy enough, Psycho.

STRAFE TOGGLE - Turning the Strafe Toggle option on allows you to press the Strafe Button once to lock your character's direction of fire, and press it again to change your character's direction of fire.

WEAPON AUTO SWITCH - When a weapon is picked up, the game will automatically select the new weapon for you. This option allows you to keep using the current weapon and select at will.

SOUND TEST - Increase or decrease the volume of the background music and sound effects. Located in the Sound Test Options Menu is the Audio Options Menu. Use the options here to change the audio output to either Stereo or Mono. You can also sample the different background music and sound effects from the game.

REDEFINE CONTROLS - Customize the controller for Player 1 and Player 2.

VIBRATION FUNCTION - Turn the Vibration Function On or Off.

NOTE: This function only works with the Dual Shock™ Analog Controller.

GAME SCREEN

During the game, important information is displayed. Familiarize yourself with the things you need to know to survive.

Player 1 Life & Health
Status Counter

Player 2 Life & Health
Status Counter



Player 1 Weapon &
Energy Cell Meter

Player 2 Weapon &
Energy Cell Meter

For more information on a player's Life and Health Status counter, please see Lives and Continues on pg. 15.

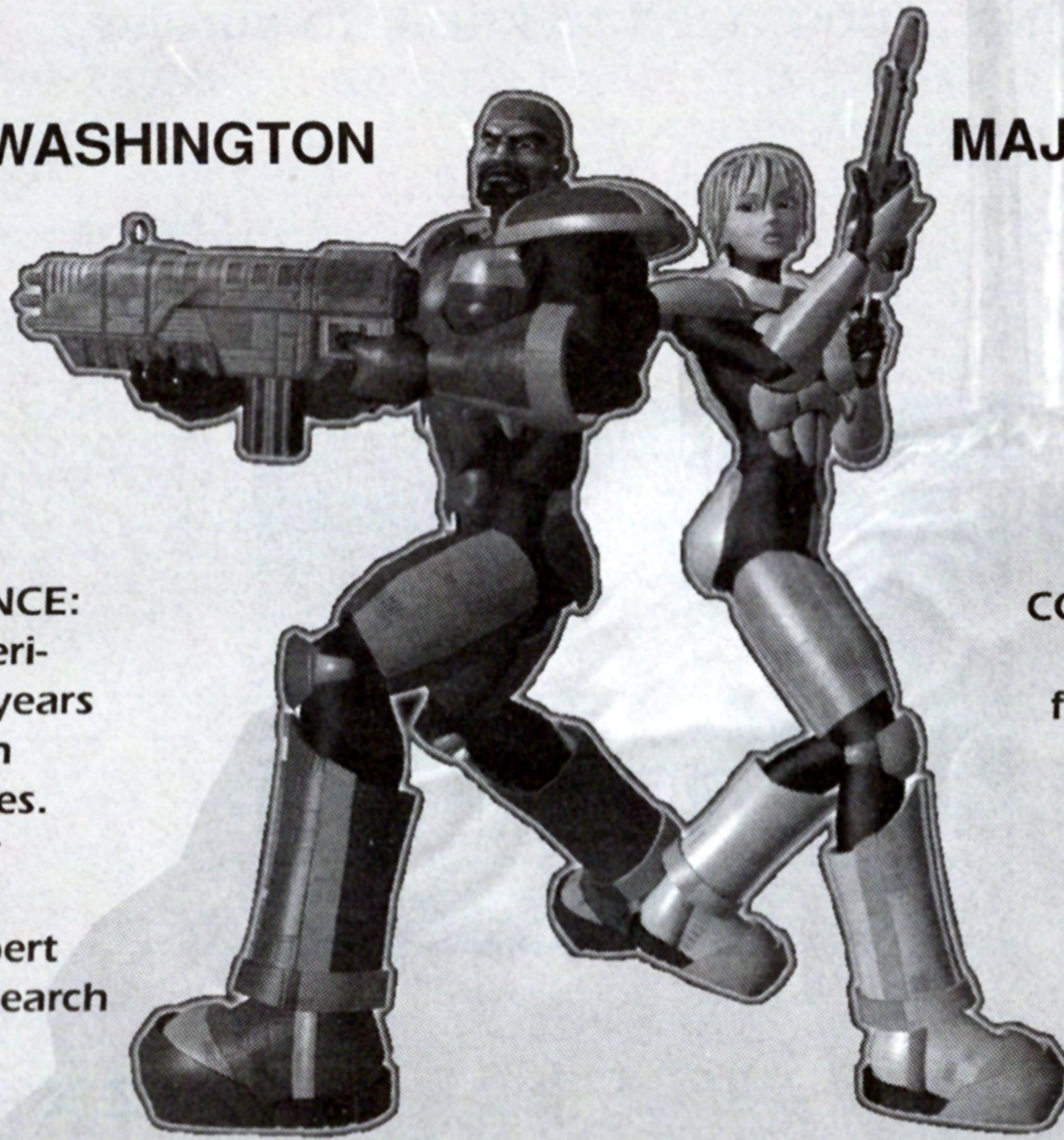
For more information on Weapons and Energy Cells, see Staying Alive on pg. 16

THE HEROES

TWO TOUGH-AS-NAILS SOLDIERS TO PLAY WITH.

SGT. RENO J. WASHINGTON

AGE: 36 years
HEIGHT: 6'5"
WEIGHT: 260 lbs.
COMBAT EXPERIENCE:
18 years field experience, including 8 years frontier defense on outer-world colonies.
SPECIALITY: Heavy energy weapons.
Considered an expert in the practical research of alien artillery.



MAJOR KELLY DOYLE

AGE: 28 years
HEIGHT: 5'10"
WEIGHT: 140 lbs.
COMBAT EXPERIENCE: 15 years including 4 years fighting renegade droids in New York. 8 years urban pacification after losing her parents at age 13.
SPECIALITY: Sniper weapons and high-end explosives.

If playing a one player game, you have the option to choose either Sgt. Washington or Maj. Doyle as your character. If playing a two player game, Player 1 is Sgt. Washington and Player 2 is Maj. Doyle.

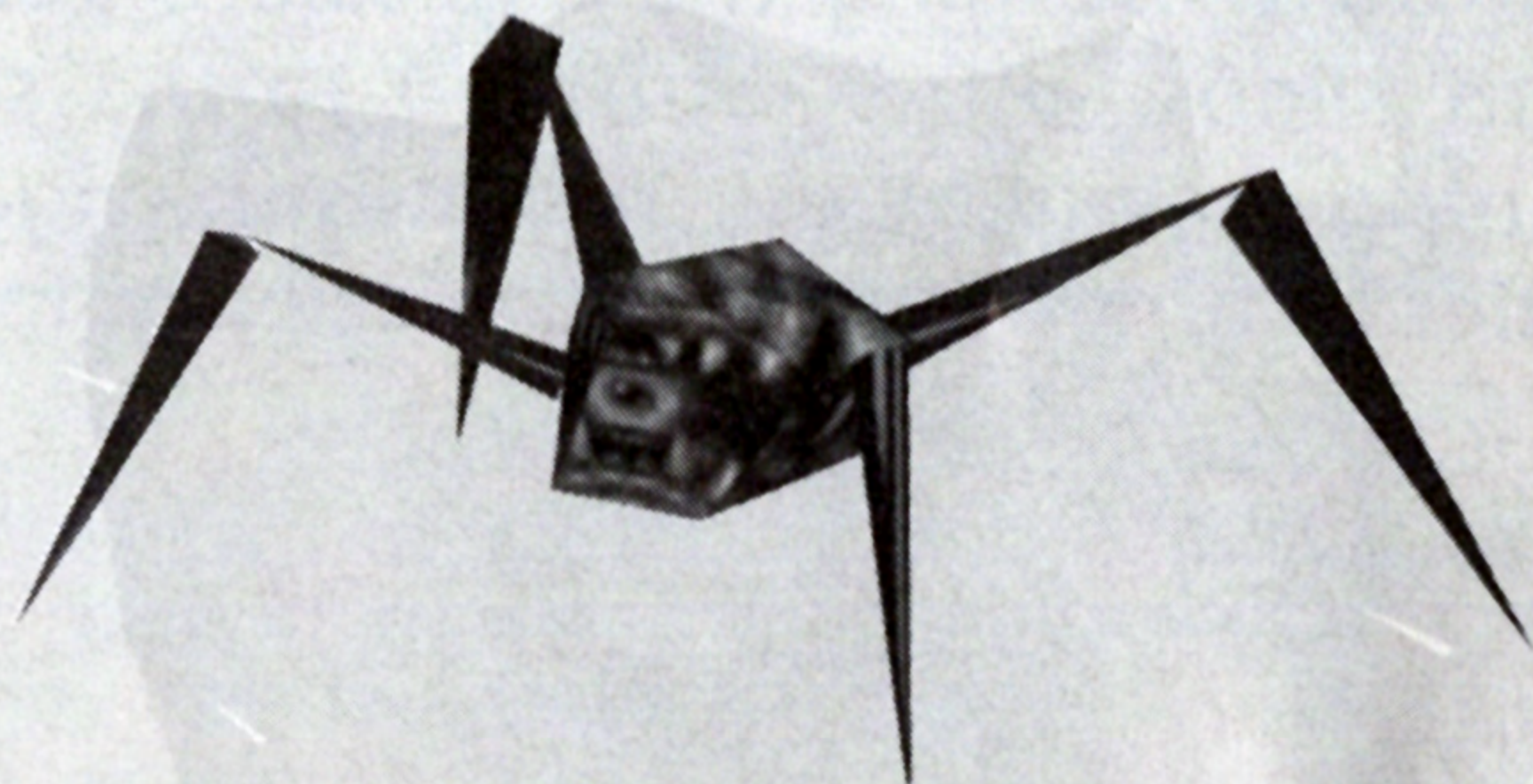
T H E G A M E

You will be confronted by a multitude of hideous creatures who have only one goal: the complete eradication of your species! You've trained for this, now it's time to show them what you're made of. However, these aliens aren't the only threat to your life.

In addition to vicious aliens, there are countless hazards and obstacles, such as lava pits, crumbling bridges, and collapsing pillars. These are just some of the dangers you'll have to avoid if you want to make it out alive.

Even though the odds are stacked against you, if you keep your eyes open you'll find help along the way. There are increasingly powerful weapons, bombs, shields, and power-ups. Also make sure you listen to Commander Dankowski's transmissions. They are an extremely valuable source of intelligence, and will help keep you on the right track.

You are the last line of defense. You must accomplish your mission or Arcadia will be no more!



THE MISSIONS

MISSION 1: ARCADIA CITY CRASH SITE

The dropship deploys you in the middle of Arcadia city. Your mission is to infiltrate the crashed alien ship in the city. Destroy all aliens you encounter along the way.

MISSION 2: ALIEN CORRIDOR

Make your way past the numerous obstacles in the alien vessel. Destroy the reactor, and then slay the egg-laying queen.

MISSION 3: THE JUNGLES OF ZEEVA

You are mysteriously transported across the galaxy to the jungle planet of Zeeva. Zeeva is an Earth colony that the aliens have taken over. Seek shelter in a bunker as Arcadia command launches a nuclear warhead in an attempt to destroy the jungle dwelling aliens.

MISSION 4: THE LIFT

Narrowly escaping the explosion, you descend into a base overrun with aliens. After returning to the surface, you find a hangar containing gravity bikes. You must navigate a bike through the jungle in order to arrive safely at the science facility.

THE MISSIONS

MISSION 5: SCIENCE LAB

Rescue the surviving scientists and get them to the launch pad. Beware of infected scientists and their horrifying science experiments.

MISSION 6: DOCKING BAY

Collect Power-Ups as you make your way to the Monorail. From there it's a race against time as you try to escape the exploding space station.

MISSION 7: OUTSIDE THE HIVE

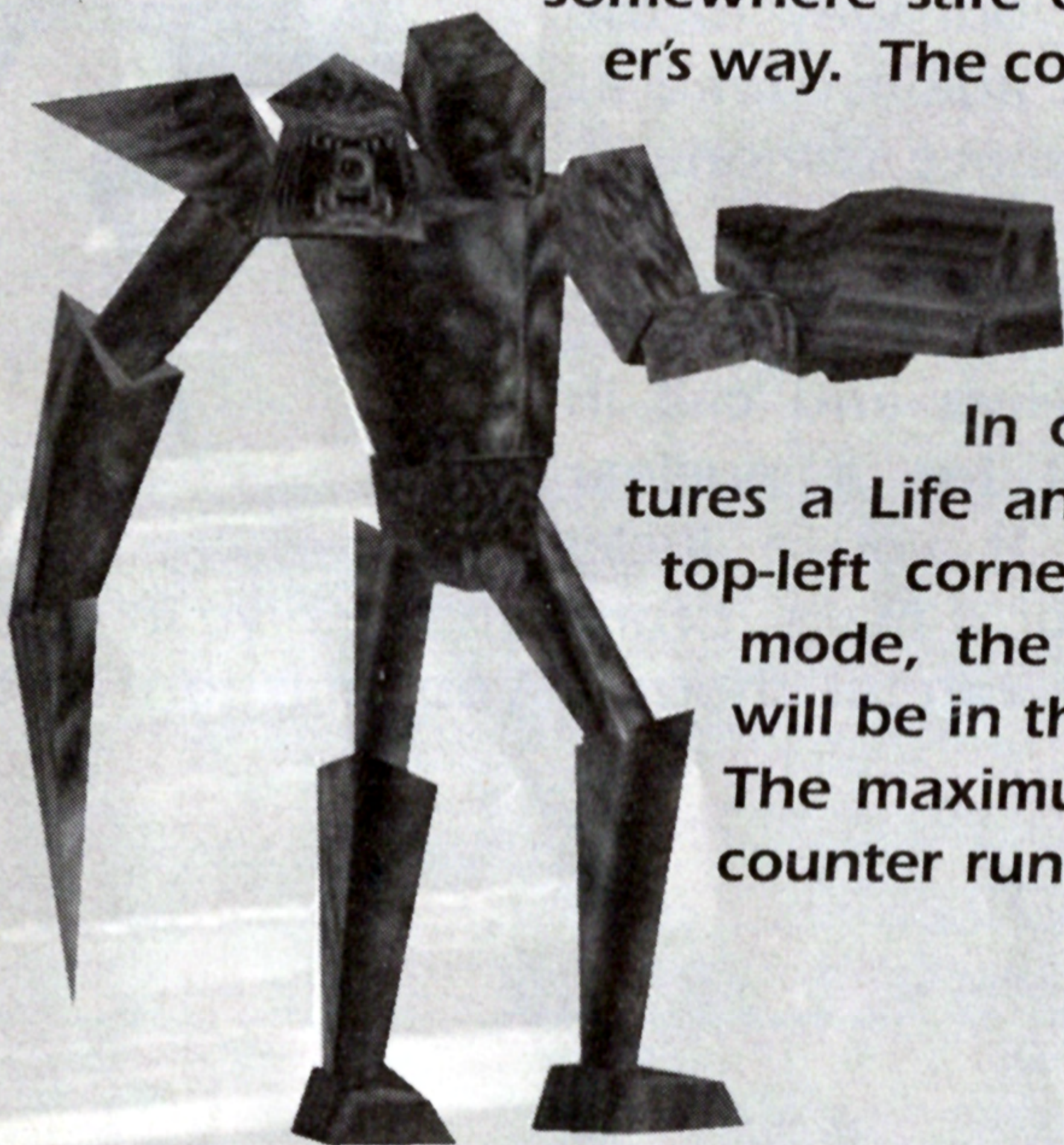
Find the Hive and call in Dankowski for a nuclear airstrike. If you're lucky enough, you'll make it through the hive in one piece. Be careful though, your mission isn't over yet.



LIVES AND CONTINUES

In one-player mode, when a player loses a life, they are returned to the spot where they were killed. The number of continues varies depending on the chosen level of difficulty. If you play on Rookie difficulty, you will be issued 5 continues, 3 for Squaddie, 1 for Commando, and 0 for Psycho difficulty.

In a two-player game, the dead player is reincarnated right away somewhere safe on-screen, out of the other player's way. The continue points are the same when playing two-player mode. However, both players must share the initial five credits.



In one-player mode, the game features a Life and Health Status counter in the top-left corner of the screen. In two-player mode, the Life and Health Status counter will be in the top-right corner of the screen. The maximum health is 100, and when the counter runs to zero, you die.

STAYING ALIVE

WANNA' SURVIVE? THEN YOU'D BETTER PAY ATTENTION!

STANDARD ISSUE WEAPONS

Each player is issued their own unique weapon to begin play. The weapons can be upgraded on the battlefield by finding special power-up icons.

SPECIAL ARTILLERY

These weapons are state-of-the-art and very powerful. Like the standard issue weapons, these can also be upgraded during battle. If a player happens to be killed, they will lose the power-ups for the weapon that they are using.

ENERGY CELLS

All weapons run from a single battery pack located on the soldier's suit. This battery pack loses charge every time the weapon is fired. The pack can be recharged by finding special power cell icons on the battlefield.

SMART BOMBS

Smart Bombs, when discharged, create a wide area of destruction.

DANKOWSKI'S MESSAGES

Throughout the game you will be receiving instructions via communications from Commander Dankowski. His 30+ years experience as a soldier will surely come in handy.

P O W E R - U P S

There are lots of power-ups out there. You just have to know what each one does to help you. So pay attention!



HEALTH ICON: Gives you extra health points. Amount varies with the game difficulty setting.



WEAPON: New weapon. If Weapon Auto Switch is selected from the Options Menu, the soldier automatically switches to the new weapon when it is collected.



WEAPON UPGRADE: Upgrades the current weapon or the next available weapon if the current weapon is at full power. All weapons can support three upgrades.



AMMO RECHARGE: Fully recharges the ammo pack.

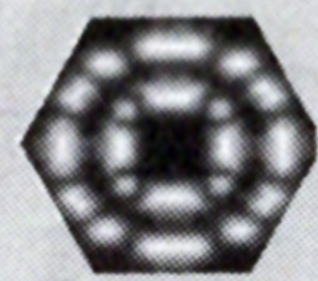
P O W E R - U P S



SMART BOMB: Bomb is held until the player uses it. When detonated, it releases a wide radius of destruction.



EXTRA LIFE: You'll need 'em, but nine is the maximum you can have at any given time.



SHIELD: Gives you a protective energy shield for a short time.



“!”: Gives you all weapons with maximum power-up level, and gives you an Ammo Recharge icon. This item is extremely rare.

WEAPONS

You want firepower? Well, you've got it. Each character is given a standard issue weapon, but can pick up more advanced weaponry on the battlefield!

SGT. RENO J. WASHINGTON



P-420 MULTI-PHASE PULSE RIFLE: The Sergeant's standard issue weapon launches a rapid stream of explosive shells, displaced to cause a maximum radius of damage.



SHOCK: Emits a deadly electrical beam, which can be augmented with up to three additional beams by collecting power-up icons.



S-TYPE: While the fire button is held down, the S-Type creates a growing mass of energy within the gun's barrel. The longer the button is held, the more powerful the blast. To unleash the blast, just release the button.



CUTTER: Named Cutter because it chases its targets, cutting through several of them before running out of energy.

W E A P O N S

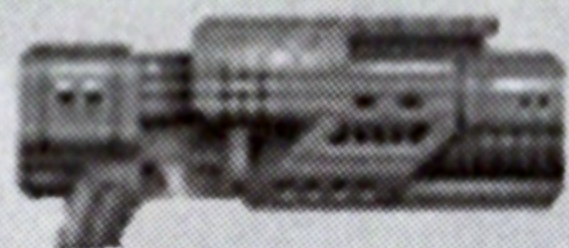
MAJOR KELLY DOYLE



D-16 MAGNETIC BOLT ACCELERATOR: Major Doyle's standard issue weapon is light and suited to the Major's style. It fires tiny shreds of titanium alloy, magnetically accelerated and super-heated.



BEAM LASER: Fires bolts of pure energy which create a death-causing web in any confined space. Many bolts can be fired simultaneously when power-ups are collected.



HOMING MISSILES: This weapon targets the nearest enemies and locks onto them. A large blast is created on impact.



STARFIRE: Like Sgt. Reno's S-Type, this is a charge up type of weapon. Unlike the S-Type however, the Starfire can target the nearest enemy and can be enhanced by power-ups.

NOTE: REMEMBER TO WATCH YOUR POWER SUPPLY!

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