



NTSC U/C

# TAIL OF THE SUN™

# PlayStation™



SCUS-94607  
94607

## ARTDINK

SONY



COMPUTER ENTERTAINMENT™

**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.

**HINT LINE**

Hints are available:

Within the US: **1-900-933-SONY** (1-900-933-7669)  
\$0.95 per minute pre-recorded information  
\$1.15 per minute live representative assistance  
\$4.95 - \$9.00 for tips by mail  
\$5.00 - \$20.00 for card refresh

Within Canada: **1-900-451-5757**  
\$1.25 per minute pre-recorded information

For US callers, game counselors are available Monday-Friday, 8AM-6PM, Pacific Standard Time. Automated support is available 24 hours a day, 7 days a week.

In Canada, automated support is available 24 hours a day, 7 days a week. Live support is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America and Psygnosis Limited. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

**CONSUMER SERVICE/TECHNICAL SUPPORT**

**1-800-345-SONY** (1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation™ game console and its peripherals. Representatives are available Monday-Friday, 8AM-6PM Pacific Standard Time.

**SONY ONLINE** <http://www.sony.com>

Our news is always hot! Visit our website and find out what's happening at Sony – new titles, new products and the latest information about the PlayStation™ game console.

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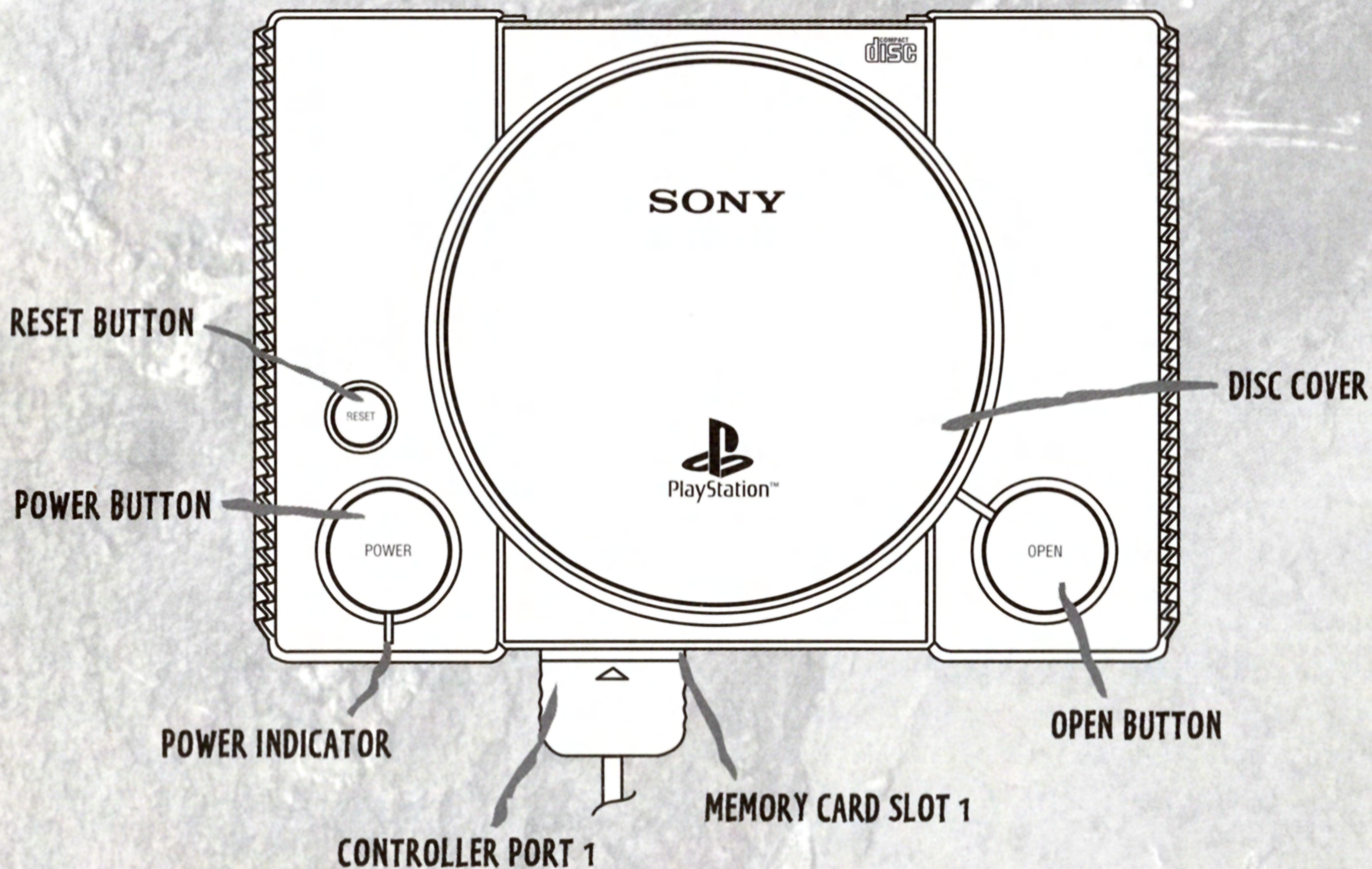


**ESRB RATING** This product has been rated by the Entertainment Software Rating Board.

For information about the ESRB ratings, or to comment about the appropriateness of the rating, please contact ESRB at 1-800-771-3772.

# GETTING STARTED

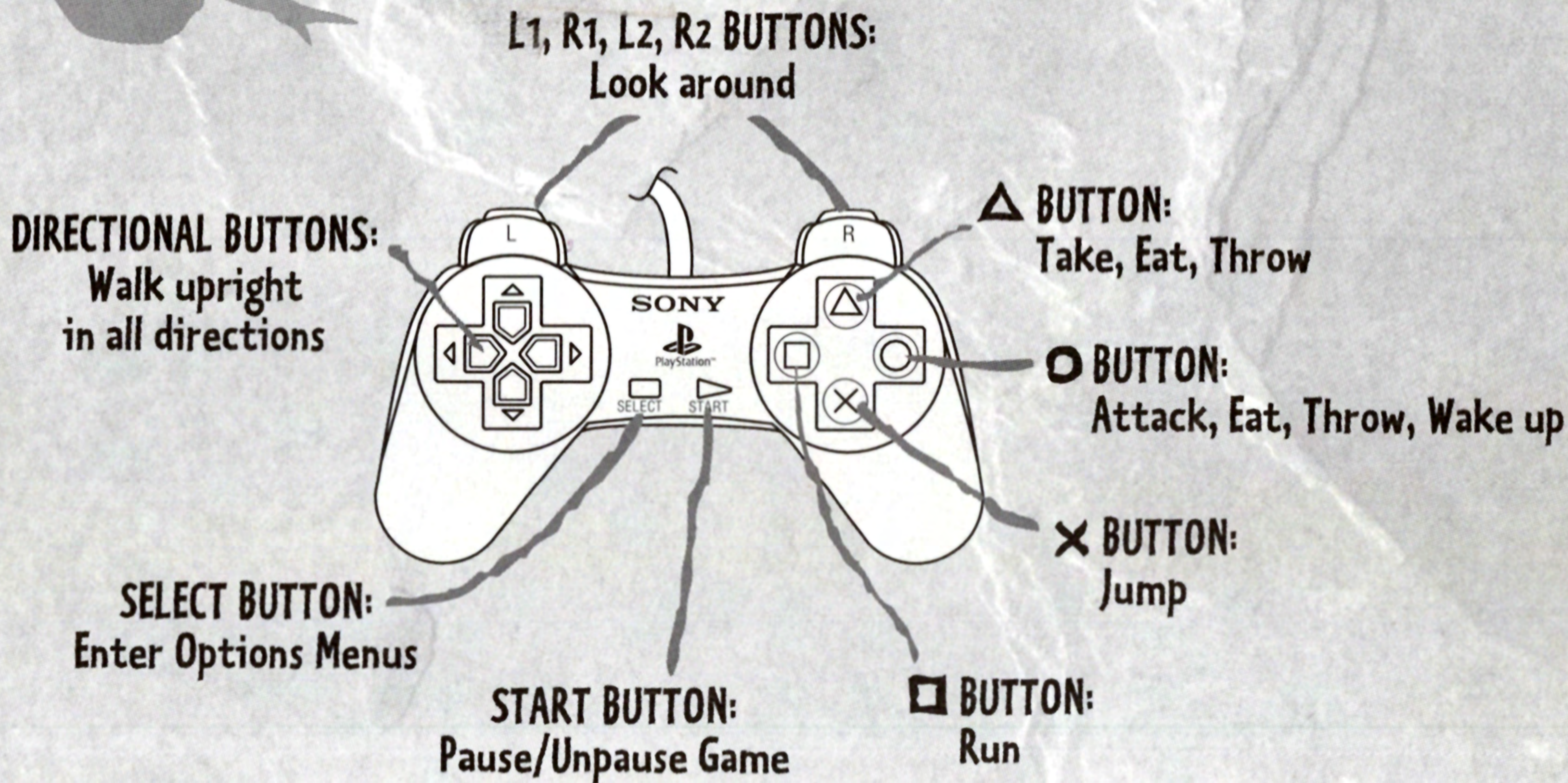
②



Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the **TAIL OF THE SUN** disc and close the CD door. Insert a game controller and turn ON the PlayStation game console.

# CONTROLS

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**NOTE:** Button functions can be changed using the Button Configuration option (see p. 8).

TAINU  
OF THE  
SUN

**Hundreds of thousands of years ago,  
a handful of primitive humans struggled to survive.  
A brave hunter was chosen as tribal leader to  
explore the wild and bring food back.**

**Test your instincts and survival skills as you hunt  
and gather food, watching your tribe grow and  
evolve. Use increasingly deadly weapons created by  
your tribe's advancing tool-builders.**

**Discover mysterious artifacts as you explore your  
vast world. Develop your intelligence and think  
ahead to reach your goal: building a tower of tusks  
to catch the Tail of the Sun.**



# ⑥ YOUR ADVENTURE BEGINS

## START GAME

To begin a new game, select START GAME at the Title Screen.

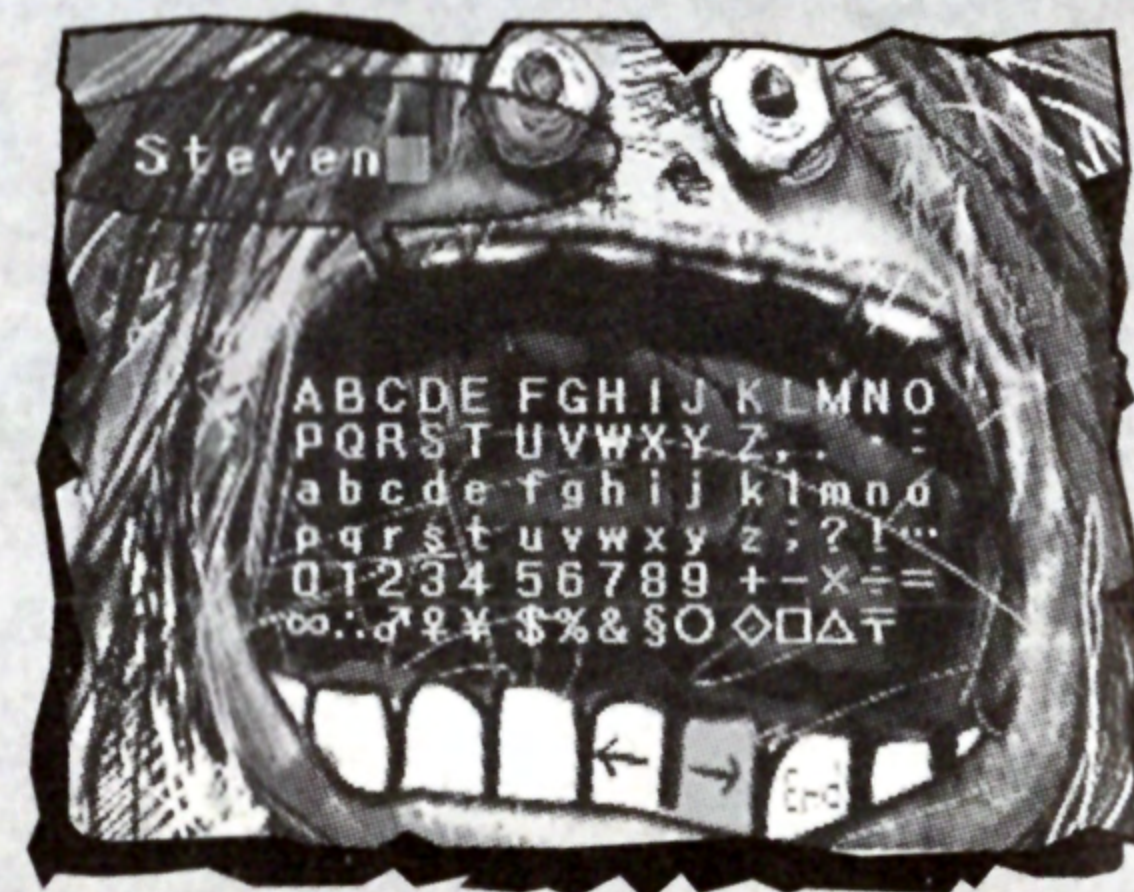


## GAME SELECT SCREEN

Select the center character to begin a NEW game. If you have saved previous unfinished games, these can be continued by pressing the Directional Buttons to select the title. Press the X Button to continue.

## ENTER NAME

When beginning a new game, use the Name Entry Screen to alter the default name for your character if you choose. Move the cursor to different letters with the Directional Buttons, then press X to enter letters or O to delete letters. Select END at the bottom of the screen to continue. You also have the option to change your character's name when loading a saved game.





## SOUND MODE SELECT

Before beginning, select STEREO or MONO sound for music and sound effects. Press the **X** Button to select.



## CHOOSE TRIBESMAN

Your village begins with only three members in the tribe – each with the same abilities. Press the Left or Right Directional Buttons to scroll through the members of your tribe and press the **X** Button to select the bravest hunter.

As the population of your village grows, you will see additional members to choose from. If the tribe member you are controlling dies, this screen will appear again until you've used up your entire tribe. Be careful with your tribe, or the human race could become extinct!



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# OPTIONS SCREEN

At the Title Screen, select **OPTIONS** to change gameplay options.

## BUTTON CONFIGURATION

To change the button functions, highlight the button you wish to change, then press the **X** Button.

A menu with the four button functions will appear. Select the function you wish to assign to the selected button and press the **X** Button.



## GAME LEVEL

To change difficulty level, select **Game Level** in the Options Screen and press the **X** Button. Choose between **Easy**, **Normal**, and **Hard** settings and press the **X** Button.

## DEFAULT

To return the button configurations and game level to the default settings, select **Default** and press the **X** Button.



# IN-GAME MENUS

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Pressing the Select Button while playing brings up the **In-Game Menu**. Press Up or Down on the Directional Buttons to highlight an option, then press the **X** Button to select.

## SAVE

Brings up the Save Screen, and checks both Memory Card slots. If there is insufficient space on a card, or no card present, you'll hear about it. If there are 2 blocks free on a memory card, you can save your game progress. Press the Up or Down Directional Buttons to select the spot you want to save to, then press the **X** Button to save your game using the name of your current character. Each memory card can hold 2 saved games. If you have a previously saved game, it will be listed on the Save Screen and can be overwritten with your current position.



## LOAD

Brings up the **Load Screen**, which shows any saved games on either Memory Card. Highlight the game you want to load, then press the **X** Button.



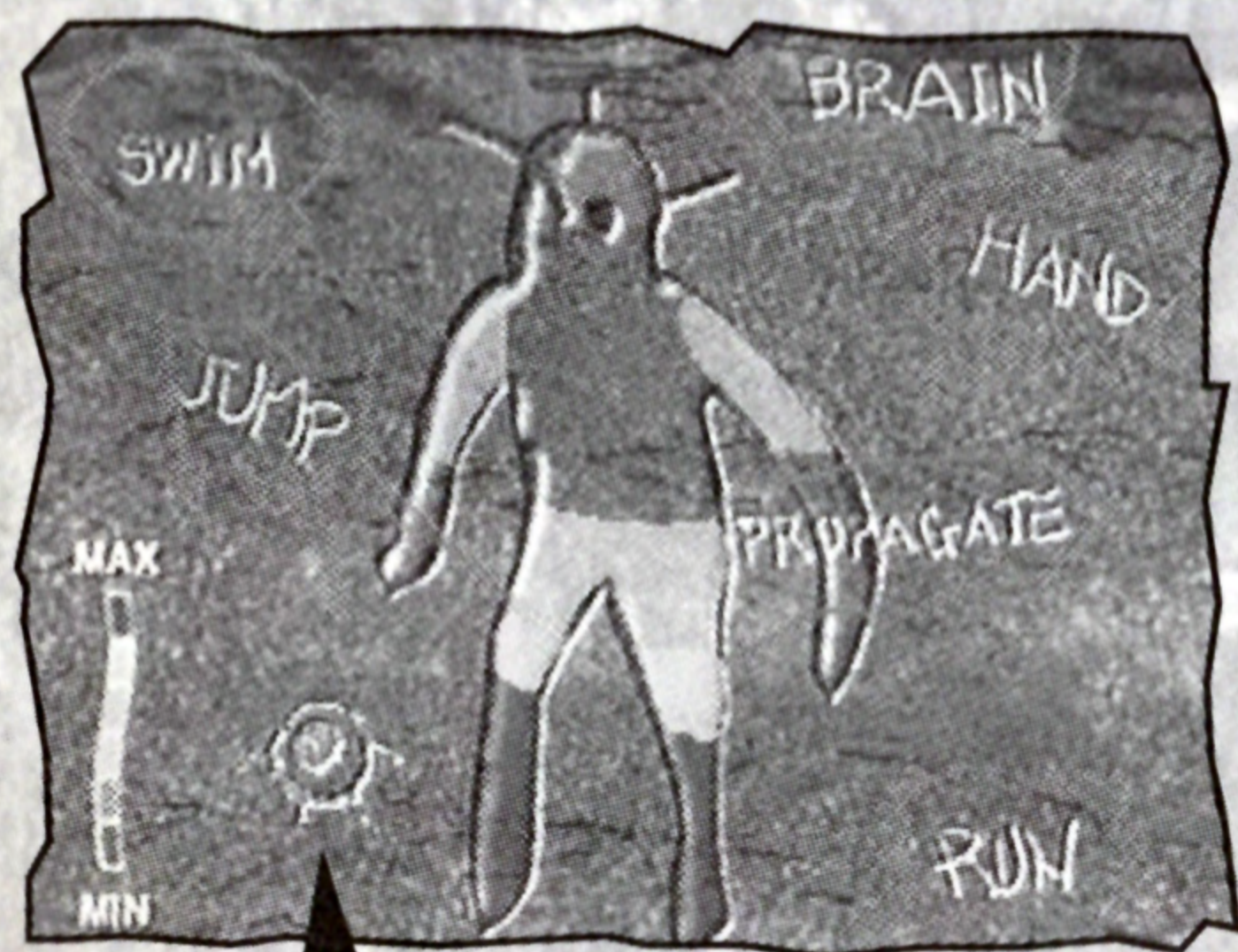
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## INFO

Selecting this brings up another menu, the **Info Menu**, from which you can see additional helpful information:

**BODY** – The **Body Status Screen** shows the current evolution of your character, which happens to be the same for your entire tribe. Various portions of your character's body are shown in color, indicating how developed those aspects of your tribe currently are.



**BRAIN:** intelligence level, if increased, your tribe's cultural level goes up more quickly

**SWIM:** lung capacity, greater ability to travel through water

**HAND:** arm strength, increased effectiveness when fighting

**PROPAGATE:** reproductive ability, the more food you eat, the more your tribe's population increases

**JUMP:** leaping height, the stronger your legs, the higher and further you can jump

**RUN:** running speed, greater ability to catch or avoid animals

**CURRENT TATTOO:** shows which **Power Tattoo** your character currently bears (see p.13).

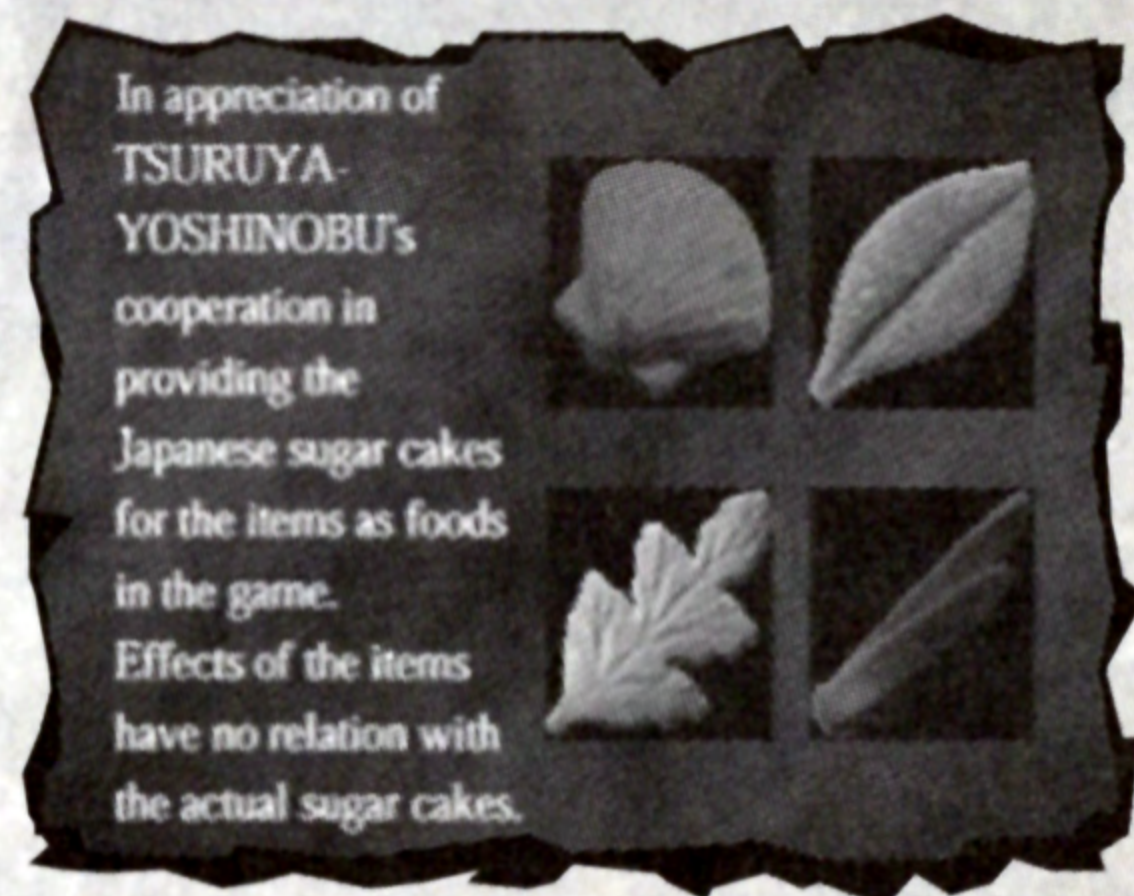
**HISTORY** – Shows the tribe’s record of all your successful hunting expeditions. As you become a more prolific hunter, your history will grow beyond a single screen, and you can use the Left and Right Directional Buttons to scroll across the entire cave wall.



**TOWER** – Shows the progress you have made building your mammoth tusk tower, and growth of your tribe’s population. In the beginning, only a single figure is carved on the wall, and no tower is yet made. As you progress in your quest, you can see your tower and the number of figures increase. The number of figures is a rough indication of the growth of your tribe, not a one-for-one count. Press the Up or Down Directional Buttons to see the entire tower reaching towards the sun.



**ABOUT** – Shows information on the programming staff for Tail of the Sun and on the different food items.



In appreciation of TSURUYA-YOSHINOBU's cooperation in providing the Japanese sugar cakes for the items as foods in the game. Effects of the items have no relation with the actual sugar cakes.

**RESUME** – Select to resume gameplay.

**QUIT** – Exits the game at any time. Make sure you save your game first!

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# PLAYING THE GAME

The character you choose from your village population will be in your control for the rest of his or her life. Your goals in **Tail of the Sun** are to increase the population and cultural level of your tribe, allowing you to build a tall tower out of mammoth tusks to reach the Tail of the Sun. Whatever your character does influences your entire tribe – for instance, if you build up your brain power by eating certain foods, the intelligence level of your whole tribe goes up, advancing your Cultural Level more quickly (see p. 17).

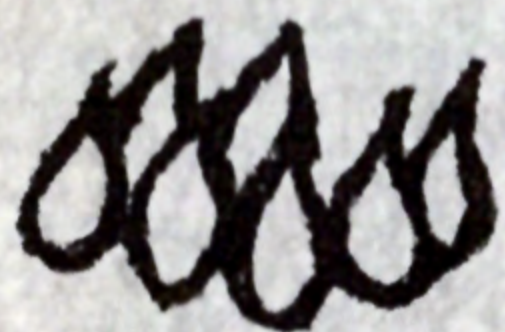
Even though your character is the tribe's leader, he's still only human. He needs to eat to keep his energy up, and at night he needs to sleep. It's hard work exploring an entire planet!

Your character will make many helpful and unusual discoveries, and may even find love during his journey.

Unfortunately, building your tusk tower is a long and dangerous task, and it will take many generations of tribal leaders to accomplish it. Nurture your village and your skills – your goal is within reach!



## SCREEN DISPLAY



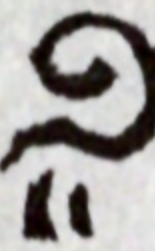
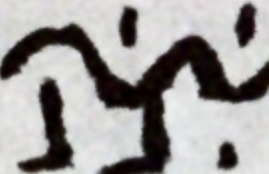


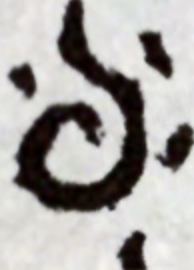
Starting out as a tribesmember, each hunter has a long, busy life ahead of them. In the upper right corner of your screen, a ring of flames serve as an indication of how long your character will live. These flames will go out, one by one, over time. When the last flame goes out, your character dies, and you'll have to select a new character from your tribe's population.

# POWER TATTOOS

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South of your village lie mysterious monuments. Each of these stones bears a symbol, and if you approach them, a mystic power will flow through your body, and a magic symbol appears on your character's right arm. These Power Tattoos enhance your character's abilities as follows:



-  **LEAP** – increases jumping height and distance, helpful when attacking or for covering greater distances on land or in water
-  **SWIFTNESS** – increases speed, helpful for tracking prey
-  **SWIM** – increases your ability to travel across water, helpful for reaching islands or sunken mysteries
-  **INNER EYE** – increases intelligence, helpful in raising your tribe's Cultural Level
-  **FERTILITY** – increases rate of population growth, helpful for providing additional tribe members in case their leader falls, and for raising Cultural Level

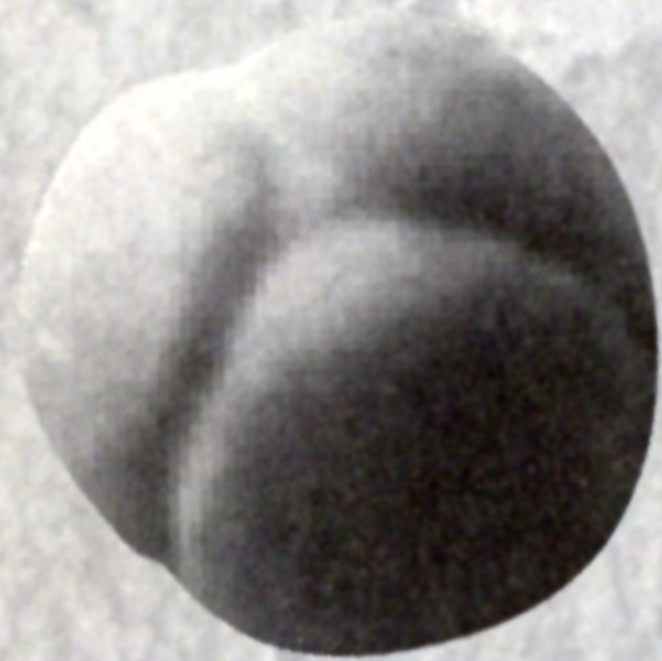
Whichever tattoo you bear provides power to all members of your tribe, and will be given to a new leader if your current character dies. You can return to the Tattoo Stones at any time to seek new powers for different situations. To check which Tattoo you currently have, use the Body command under the Info Menu (see p. 10)

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# GATHER



As you explore primitive Earth, you will come across many different items. Many of these are food items that you can pick up and eat. Press the  $\Delta$  Button when next to a food item to pick it up, then press  $\Delta$  or  $\circ$  to eat it. Humans must eat to survive, and it is possible to die of starvation. Some areas in the world have less food than others, so eat whatever you find!



Each time your character eats an item, a part of their body will flash. The color and position of this flashing indicates which portion of the body is being nourished, and by how much. Flashing yellow arms, for instance, indicate that throwing and fighting strength has been increased considerably. A flashing blue head means you've only gotten a tiny bit smarter. Compare the body locations and colors to the **Body Status Screen** (see p. 10) to learn which foods are most desirable.



**Note:** The ending of your quest will depend on which portion of your body is most nourished at the time you reach the Tail of the Sun. Check the **Body Status Screen** to see which portion of your body is strongest and eat different foods to see the different endings.







Some items may look like food, but they are actually throwing items (apple, cabbage, acorn). Press the **△** Button to pick up a throwing item, then press the **△** or **○**

Button when facing an enemy to throw it.

Other throwing items, like rocks, branches, and even trees, can also be picked up and thrown at enemies. During your journey, you may come across magical golden rocks, which will down any opponent with a single blow.



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# HUNT



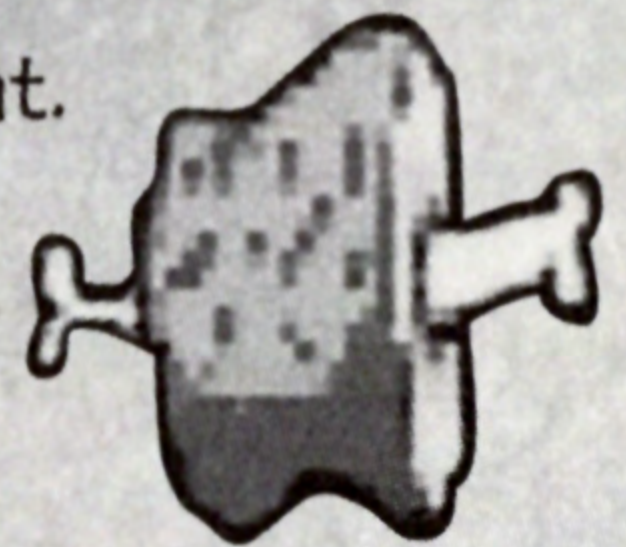
To increase the population of your village, you need to hunt animals for their meat. Many different creatures populate primitive Earth, and fortunately they're all edible. To hunt, find an unsuspecting animal, approach it, and press the **O** Button to attack. Some animals will fight back, others will run away. Continue attacking (and dodging your prey's attacks) until the animal (or your character) is killed. Life can be brutal.



Each time your hunt is successful, the animal becomes meat.

When you pick up the meat, you will be presented with an option screen allowing you to return to your tribe.

Select **YES** to return to your tribe immediately, bringing the meat back to your village to feed and nourish your whole population. Select **NO** if you want to keep exploring, in which case you'll scarf the whole catch right there, supplying your characters with all the vitamins and minerals a growing caveman needs.



# CONTENTS

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## WEAPONS & TOOLS

At first, your character has only bare hands with which to fight. But as you become a better hunter and the population of your tribe grows, the folks who stay behind in your village will be figuring out how to sharpen rocks and strapping them to branches to make better weapons.

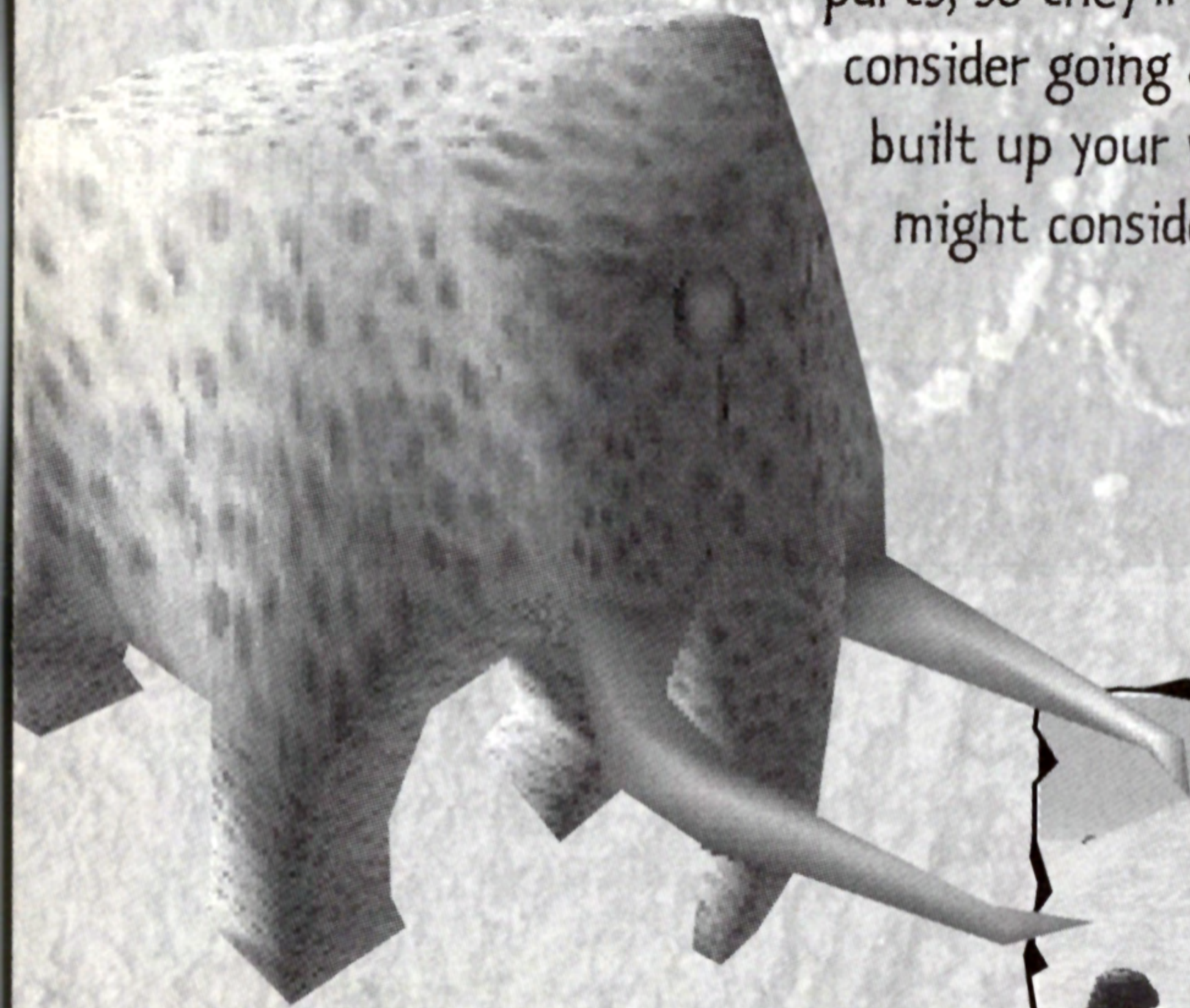
Occasionally you will see a **Cultural Level Up Screen**, indicating that your tribe has come up with a new weapon. This object will appear in the center of this screen, and your character will carry and use it immediately. Press the **O** Button to attack with your current weapon. Even if your current tribesman dies, following generations will still have the benefit of your tribe's accomplishments.



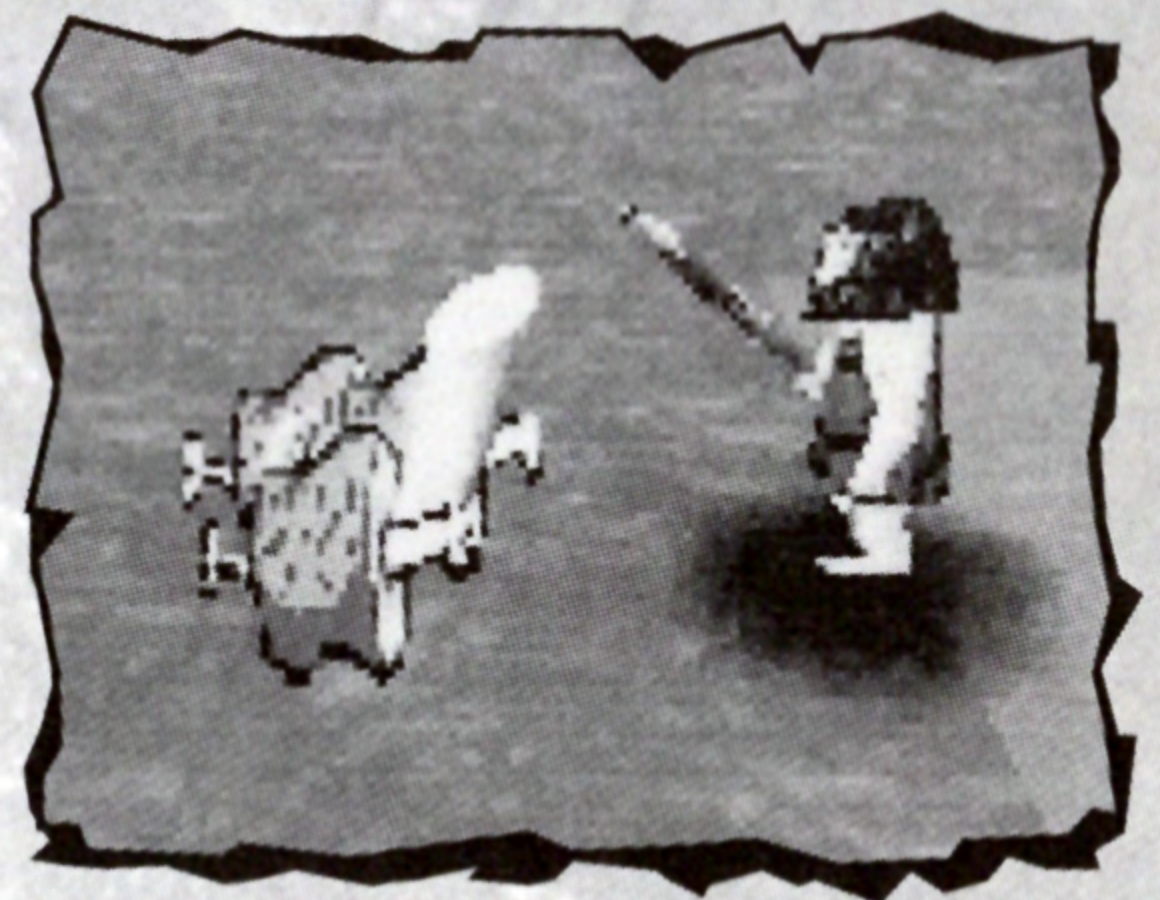
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# EVOLVE

To catch the Tail of the Sun, you will have to build a tower of ivory. Unfortunately, the only material suitable for making such a tower is mammoth tusk, which is usually still attached to mammoths. Mammoths are big and don't like primates pulling off their body parts, so they'll be your biggest challenge as a hunter. Don't consider going after one of these nasty beasts until you've built up your weaponry and hunting skills – even then you might consider pelting them with a few rocks first from a distance.



If you kill a mammoth, it not only produces meat, (and a lot of it!) but the prized ivory tusks. Pick up a tusk, and the standard **RETURN?** dialog box appears. Select **YES** and you and your new tusks (and meat) will be returned to a very happy tribe. Any mammoth tusks you bring back to your village will be added to your tower towards the sun. If you choose not to return the tusks to your tribe, they can also be used as powerful throwing weapons that can take out almost any animal with a single hit.



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# PRIMITIVE WORLD

As you begin to explore this savage land, you will quickly find that the countryside is vast. Since the world is round, it is even possible to travel entirely around it and end up where you started. This map of the world is marked with a few landmarks to give you a general idea of where you are and where you can go. There are many other interesting things to be found in this world, many of which do not serve a purpose, but are fun to discover.

1 & 2. Stone Ears

3 & 4. Stone Eyes

5. Stone Nose

6. Stone Mouth

7 & 8. Stone Hands

9. Your Village

10 & 11. Stone Feet



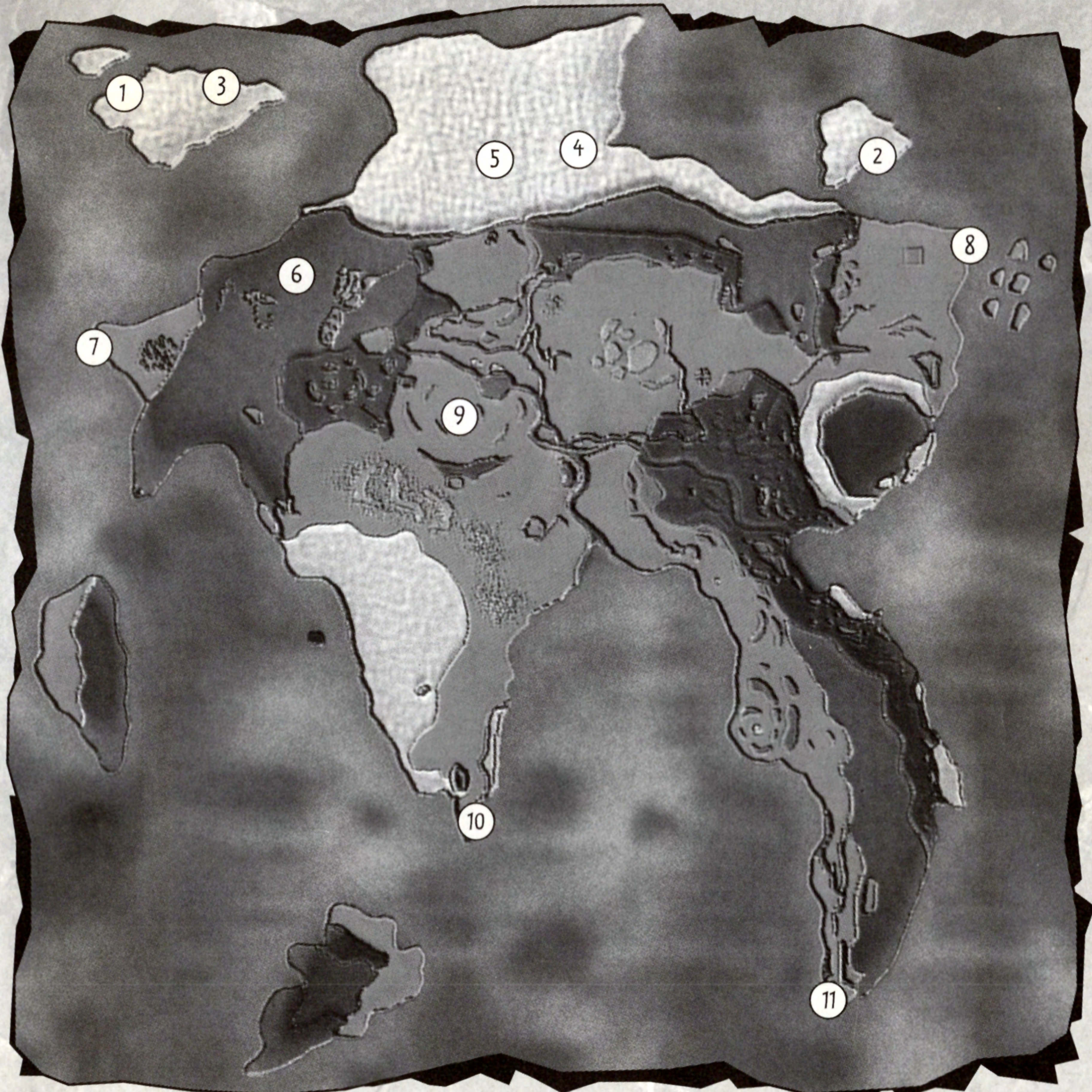
Explore carefully and see if you can discover all of the items listed here – and there are many more out there!

Dinosaur Tracks • Monkey Skeleton

Diamond • Body of an Alien • Ice Mammoths

Deserted Village • Stonehenge • Underwater Temple

Penguins • Cave Painting



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11

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# AREAS

Each area of this huge continent, and the smaller surrounding islands, features a variety of different climates, items, and wildlife.

There's a lot of ground to cover, and many unusual things to find.

## PRAIRIES

Your tribe's village is located here.

A generally flat area with plentiful food and forests filled with small wildlife. Test your hunting skills here before moving on to more dangerous spots.

## DESERTS

Stock up on calories before you enter, because food items are rare. Use oases as reference points so you don't get lost.







## ARCTIC

These frozen tundras are cold and barren – mostly snow and rocks.

## MOUNTAINS

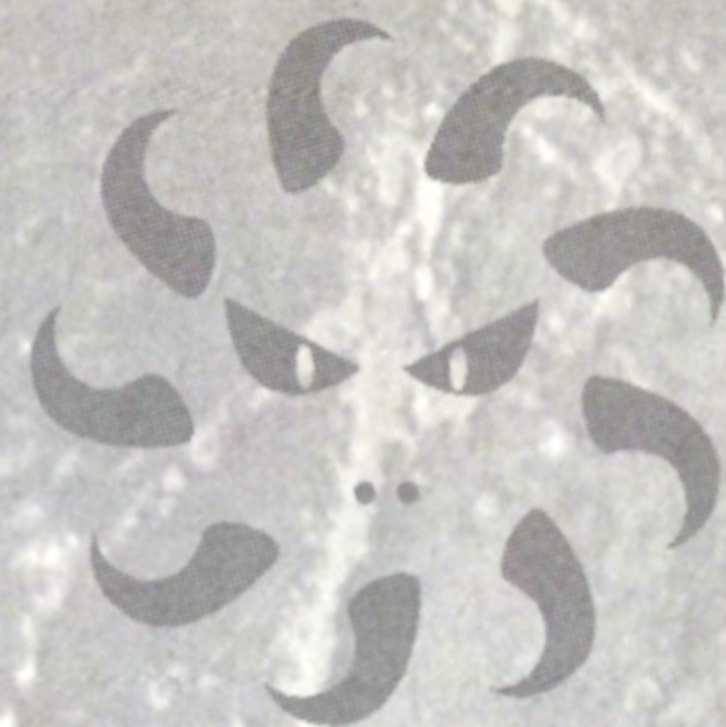
Found throughout the continent, these peaks require you to run up them, not walk. You won't find much food at the higher altitudes, but if you search carefully around mountain bases, you may locate hidden caves.

## RIVERS & OCEANS

You'll need to cross water to reach the islands, but boats haven't been invented yet. Walk, jump, or swim to get where you need, but don't stay under for long or you'll drown. Run or jump to cover underwater areas quickly, and leap to the surface periodically for air. Even at the bottom of the sea you'll find food, creatures, and mysteries.

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# Carnage Heart



**"Hard-core strategy gamers rage! It doesn't get any better than this!"**

*- Game Informer Magazine*



**Go from blueprint to battlefield as you design, build, program, and launch your mechanical ward into the conflict.**



- **Build your mechanized warrior from the ground up by selecting from 4 types of mech bodies and unlimited equipment combinations**
- **Negotiate with weapons and systems manufacturers to gain the ultimate military advantage**
- **The AI you design determines the outcome of real-time, 3-D battle sequences**
- **Use a Memory Card to challenge your friends to a tournament using the VS. Mode**

**ARTDINK**

**SONY**



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