



PlayStation

®

NTSC U/C

®

PlayStation



CONTENT RATED BY
ESRB

SLUS-0686
PMN-500-151

UPRISING™

"TOP TEN MOST WANTED GAME."
- PSM

**EXPLOSIVE
1-2 PLAYER
ACTION**

3DO™

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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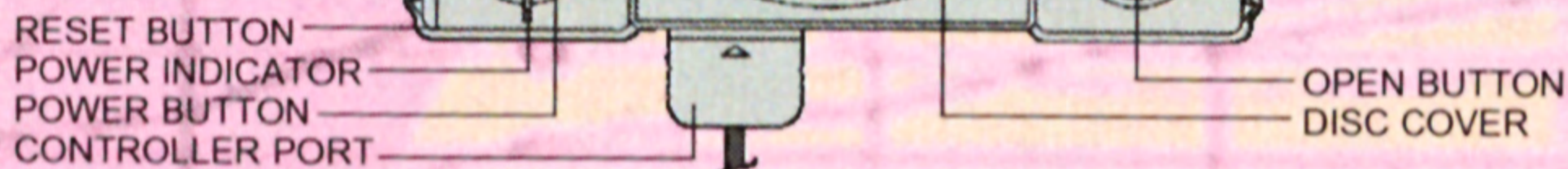
SETUP

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 Uprising™ X disc and close the disc cover. Insert game controllers and turn on the PlayStation game console. Follow the on-screen instructions to start a game.

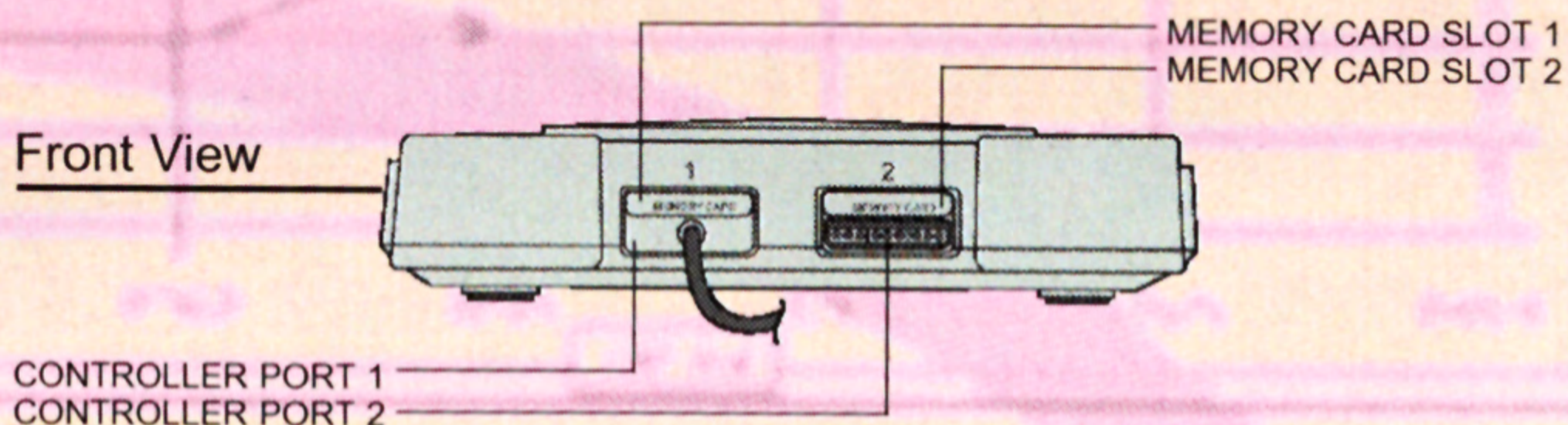
If you wish to load or save information during play, insert a Memory Card with at least 1 free Memory Card block in Memory Card Slot 1. See the 'Getting Started' section later in this manual for more details. It is advised that you do not insert or remove peripherals or Memory Cards once the power has been turned on.

Console

Top View

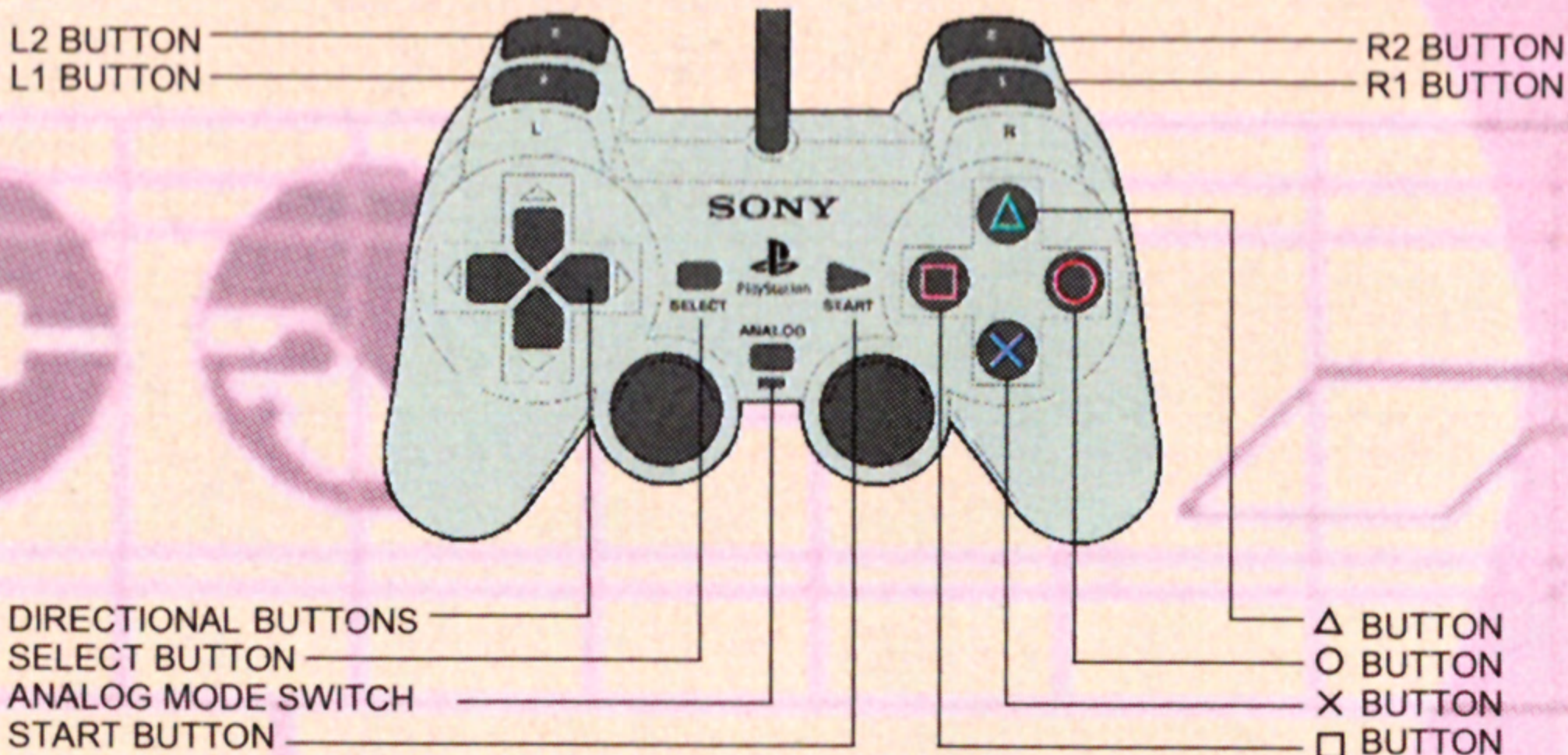


Front View



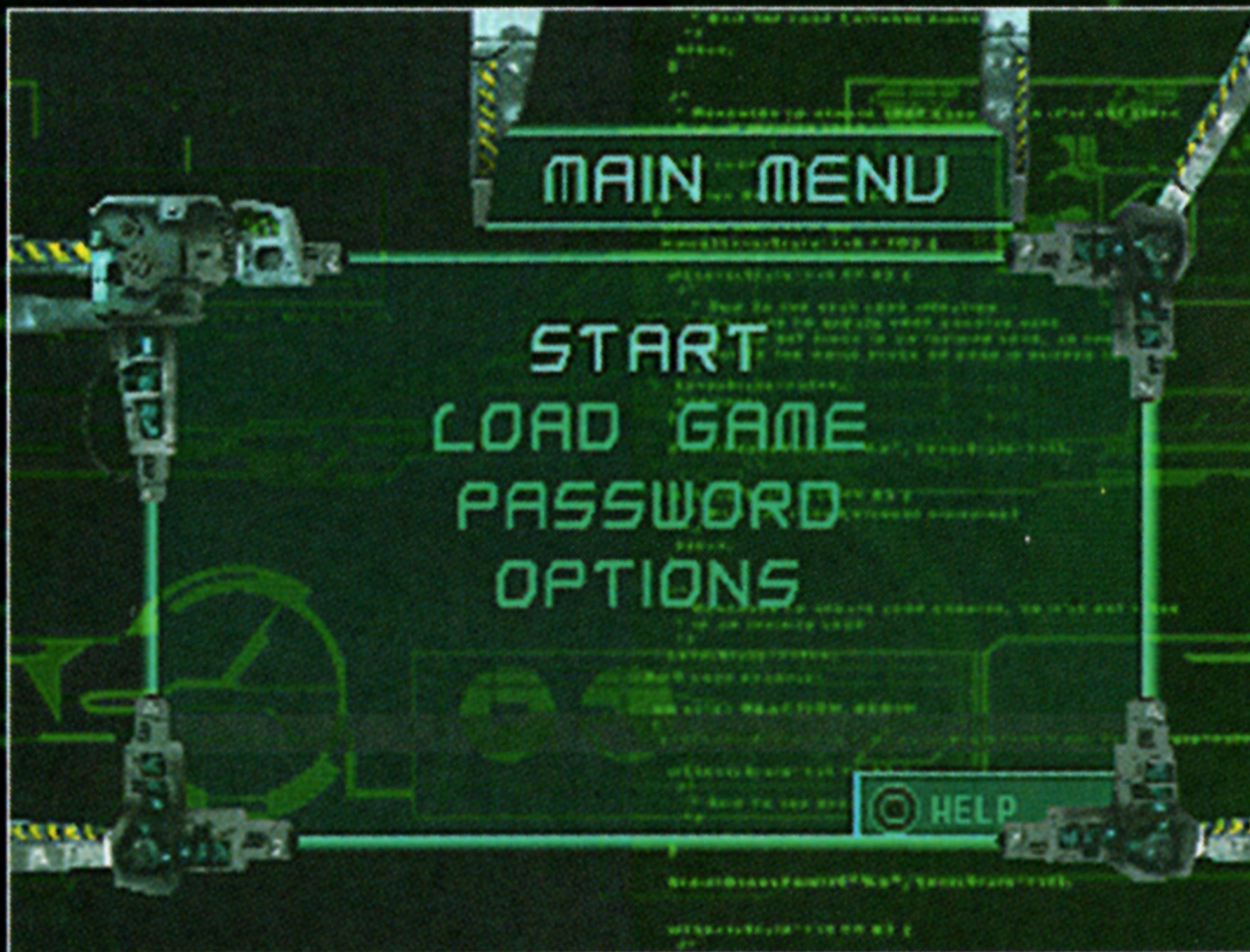
Controller

(Dual Shock™ Analog Controller shown)



GETTING STARTED

Once the opening cinematic has played and the game has loaded, you will be presented with the title screen. You can bypass the title screen by pressing the Start Button.



Main Menu

Within all menu screens, use the Directional Buttons up / down to highlight an option and press X to select an option. Selections are as follows:

▶ Start Game

Select this option to begin playing the game with the currently selected configuration. You can choose between One Player, Two Player, and Training Missions. See the section, “Game Modes”, for more information.

▶ Load Game

Select this option to load a previously saved game from the Memory Card. You will be able to save games from the Mission Debriefing Screen after successfully completing each level.

▶ Password

Select this option to begin a game at a more advanced level by entering a password. Use the ▲, ●, ✕, ■, and Directional Buttons to enter the password, the L1 button to backspace over incorrect entries, and the Start button to begin the game designated by the password entered. Passwords can be obtained from the Mission Debriefing Screen or from the in-game Pause Menu.

▶ Options Menu

Select this option to customize sound levels, controller setup, view the credits, and read the history of the Uprising X universe.

Sound

Select this option to customize all music and sound effects settings. Use the Directional Buttons Up / Down to highlight an option and Directional Buttons Left / Right to adjust the settings.

Controller Setup

Select this option to customize all controller settings. Use the Directional Buttons Up / Down to highlight an option and X to select an option.

Control Style

Available for both Player 1 and Player 2, this option allows each player to choose from three sets of default controls or to customize their controller setup.

Analog Calibration

Allows each player to calibrate their analog controller. This option is only available if an analog controller is plugged in.

Dual Shock™ Analog Controller Vibration

Allows each player to turn their Dual Shock Analog Controller vibration setting to **On** or **Off**. This option is only available if a Dual Shock Analog Controller is plugged in.

Credits

Select this option to view all game credits.

Pause Menu

Pressing the Start Button during game play brings up the Pause Menu. Use the Directional Buttons Up / Down to highlight an option, X to select an option, and Directional Buttons Left / Right to change the setting of an option.

Resume

Select this option to return to gameplay.

Music Volume

Select this option to increase or decrease the Music Volume.

SFX (Sound Effects) Volume

Select this option to increase or decrease the SFX Volume.

Password

Select this option to display current password.

Quit

Select this option to exit your current game and return to the Main Menu.

GAME MODES

ONE PLAYER MODE

This style of play involves battling through the entire Uprising X campaign, from start to finish, unraveling an intricate plot and completing multiple and varied mission objectives per level. You must make the tactical decisions necessary to defeat your enemies, customizing your army for each scenario.

There are two training missions to help new commanders get accustomed to the controls of the Wraith. As these missions take place within a holographic environment (and therefore pose no physical threat to new commanders or our physical resources), it is strongly recommended that they be utilized.

TWO PLAYER MODE

In head-to-head action, you pit your skills against those of another player. You may engage in Challenge, Siege, and Death Match modes of play.

Challenge Mode: Players will be faced with one of three scenarios:

- 1) Infantry Crush - The players occupy separate Wraiths in an effort to see who can crush the most infantry units.
- 2) The Last Stand - Each player commands a Citadel and pits their marksmanship skills against wave after wave of attacking enemy units in a battle for survival. The last player alive wins.
- 3) Wraith vs. Citadel - One player takes command of a Wraith, while the other occupies a Citadel. Battle is to the death.

Siege Mode: Each player will start with a Citadel base frame to defend. There are also unclaimed Citadel base frames for either player to conquer, which will add to the power of their army. The winner is the player who can eliminate all enemy Citadels or enemy Wraiths.

Death Match: You will be placed on a battlefield arena that is laced with Weapon Power-Ups and Unit Call-Ins. This style requires no base-building, and is a free-for-all shoot-out.

TWO PLAYER MODE OPTIONS

Two Player Mode Options do not affect Challenge Mode.

Number of Lives - Controls the number of Wraiths each player starts with. Players may choose from 1-9 (or infinite) Wraiths in Death Match and Siege Mode by highlighting the box and using the directional pad to increase or decrease the number.

Shield Power - Specifies shield strength for each player's Wraith.

Technology Pick-Up Respawning - Causes power-up upgrades to continually reappear on the battlefield. Select **Yes** or **No**.

Wraith Customization - The player may choose the weapons by selecting **Yes** or **No** for every weapon.

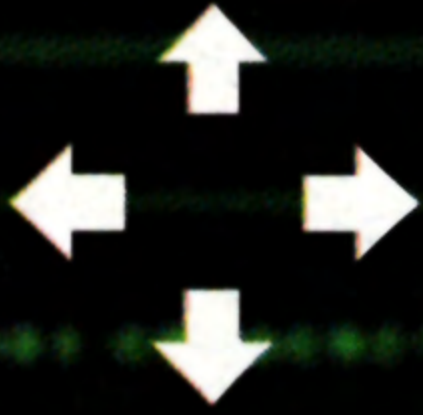
UPRISING X CONTROLS

Wraith Controls

Look Down

Forward

Turret Left



Turret Right

Strafe Left



Strafe Right

Look Up

Backward

Cycle Weapon **L1** **R1** Fire Weapon

Cycle Unit Type **L2** **R2** Teleport Unit

Citadel Controls

Look Down

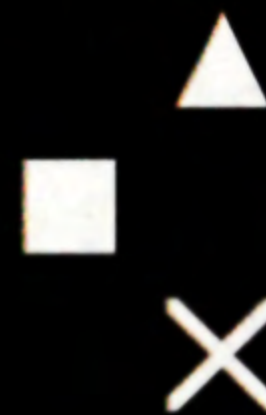
Building Mode

Turret Left



Turret Right

Building Mode



Building Mode

Look Up

NA

Cycle Weapon **L1** **R1** Fire Weapon

Cycle Unit Type **L2** **R2** Teleport Unit

Building Controls

Look Down



Citadel View



Turret Left



Turret Right

Citadel View



Citadel View



Look Up



Teleport Factory

Cycle Weapon **L1** **R1** Fire Weapon

Cycle Factory Type **L2** **R2** Teleport Factory

Common Controls

Select

Overhead Map

Start

Pause Menu

L1 + **L2** - Switches between Citadel View and Wraith View

HISTORICAL REFERENCE

It has been nearly two hundred years since the beginning of the Rebellion, when a small but capable band rose up against the forces of the oppressive Imperium regime. The early battles of the war went extremely well for the Rebels: they had caught the Imperium forces completely off-guard, and managed to wrest control of several strategically valuable planets. The Wraith technology, which they had stolen from the Imperium, had served them above all expectations.

The Rebel forces, now led by General Karella Ashe, have managed to take over a large area of Imperium space, and have been methodically forcing the Imperium to retreat from their positions. A displaced alien race, the Xaja (Zai-ya), first encountered during the course of the war in a nearby sector of space, have thrown their limited but useful resources behind the Rebel factions. Although the war is far from settled, up to now things have fared well for the Rebellion.



Xal Khalar

The Xaja, led by Xal Khalar, appeared in a nearby region of space less than 100 years ago as a result of a massive power overload within one of the Warp Gates used to transport colonists and supplies to

the far edges of their own space. Only a small number of Xaja emerged unscathed from this disaster, and the Warp Gate they used was utterly destroyed in the process.

Despite being extremely short on resources, their technology is significantly advanced compared to that currently employed by either the Rebels or the Imperium. Although the Rebels are relieved to have their support, they remain understandably wary of the newcomers: the Xaja are a closed, inexpressive race and their primary motivations are not entirely understood by human kind.



Emperor Caston

With defeat imminent, Emperor Caston, the leader of the Imperium, has just upped the ante in the war, with the surprise introduction of a new weapon of mass destruction. This weapon was recently unleashed on a Rebel-held planet in the Lien system. It completely obliterated all traces of life, igniting the planet's atmosphere.

Your distinguished battlefield record within the Rebel hierarchy now places you in an invaluable position. You will command the Wraith - the most powerful weapon in the Rebel arsenal - and your mission will be to prevent the Imperium from using their "planet-killing" weapon again.

REBEL UNITS



◀ The Wraith

The Wraith is your command vehicle. Its functions are varied, and you will need to get comfortable with its handling and operations. Many of your duties will be carried out within the confines of your Wraith, from calling in mission-assist units and establishing bases, to going toe-to-toe with the enemy.

Rebel Units

Rebel Units each have specific strengths and weaknesses that must be learned in order to maximize their effectiveness. Once Rebel Units have completed an objective, or secured an area, they will teleport themselves out of the world and be available for re-deployment. All Rebel Units, when targeted, will have a blue rectangular Bounding Box around them.



◀ Infantry

Your foot soldiers, often called “grunts” or, more frequently, “fodder”, teleport in squads of four. Infantry are one of the few units effective against enemy buildings.

▼ Tank

An all-purpose, heavy-fire, fodder crusher. Tanks are deadly against enemy Infantry, Tanks, and AAV's.



▶ AAV

An airborne fighter, the Aerial Assault Vehicle rules the skies. Great for strafing enemy ground units and protecting your bases from Bombers.



◀ Bomber

Bombers are slow moving and easily shot down. But if they reach their target, look out! Bombers are extremely effective against any stationary target (except Turrets).



▼ Turret

Turrets provide both a strong ground and air defense in a single package. A maximum of two Turrets can be deployed at one time around a Citadel Base.



IMPERIUM UNITS

The Imperium has been unable to duplicate the Wraith technology and have no known Wraith technology of their own. Although many of the Imperium's buildings and units are functionally similar to those used by the Rebels, their unique coloration - a combination of deep reds and browns - will identify them. All Imperium units, when targeted, will have a red octagonal Bounding Box around them.



◀ Infantry

The Imperium elite guard. While easily killed, they are just as easily replaced on the battlefield. Be sure to destroy their production source and watch out for their lasers.

▼ Tank

Imperium Tanks are capable of destroying most Rebel units. Tanks are slow moving and susceptible to attack, but are deadly against Infantry, Tanks, and AAV's.



▼ AAV

Sleek in their construction, the fast moving Imperium AAV's are hard to shoot down unless you can get a target lock and fire off a homing projectile.



► Zeppelin

These deadly attack blimps have been modeled after the great Zeppelins of the early 20th century. They are heavily armored, slow moving, and carry an impressive variety of the latest Imperium weaponry.



▲ Bomber

Bombers will usually be taken down by defending AAV's and Turrets. But don't take them for granted—once they drop their payload they can do some serious damage.



◀ Turret

Imperium Turrets are deadly against both air and ground units. Take Turrets out when attacking an enemy base to enhance your troops' chance for success.

XAJA UNITS

The Xaja employ a bright yellow coloring to differentiate their battlefield units, which are surrounded by a triangular green Bounding Box when targeted by the Wraith or Citadel.

► Infantry

Unlike other Infantry units, the Xaja Guard weaponry is extremely



advanced and powerful. They are effective against both enemy units and buildings which makes them one of the most deadly units on the field.

▼ Tank



Xaja Tanks are not only effective against other units, but can destroy fortifications and buildings as well.



◀ AAV

Much like a humming bird, the Xaja AAV's irregular flight pattern makes it a difficult target.

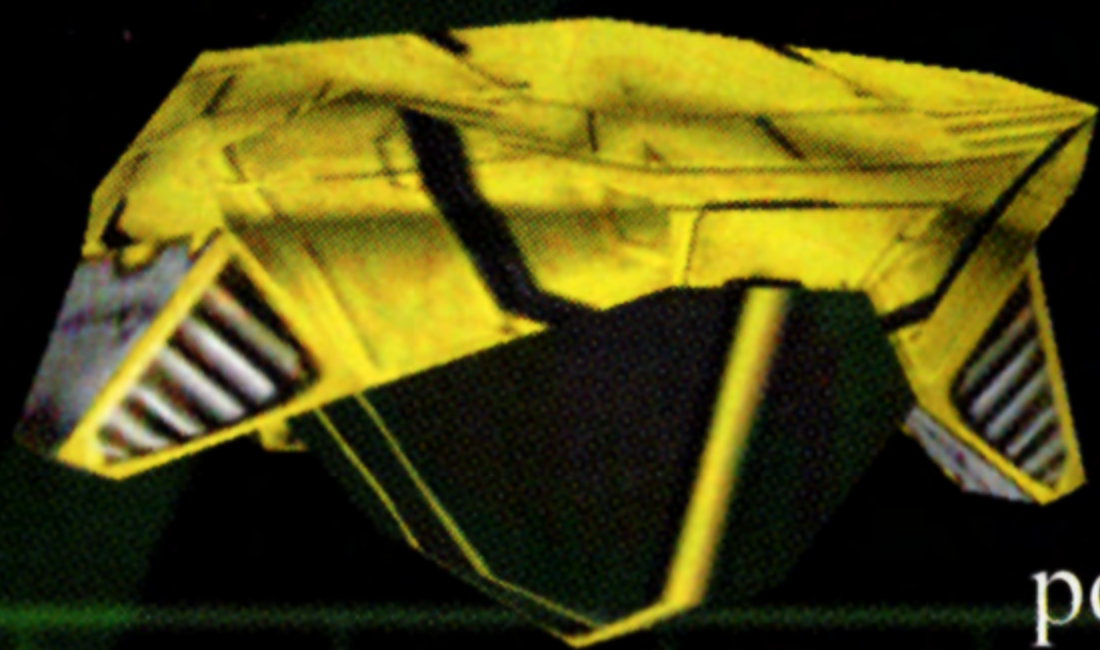
▶ Bomber

Xaja Bombers are heavily armed and armored. Be sure to take them out before they reach their target.



▼ Zeppelin

Based on Imperium design, this is one of the few technologies that the advanced Xaja race has adopted from humans. They are equipped with powerful Xaja weaponry.



▶ Turret

Xaja Turrets use a sophisticated alien technology to discharge extremely accurate and deadly projectiles.



COMMAND STRUCTURES

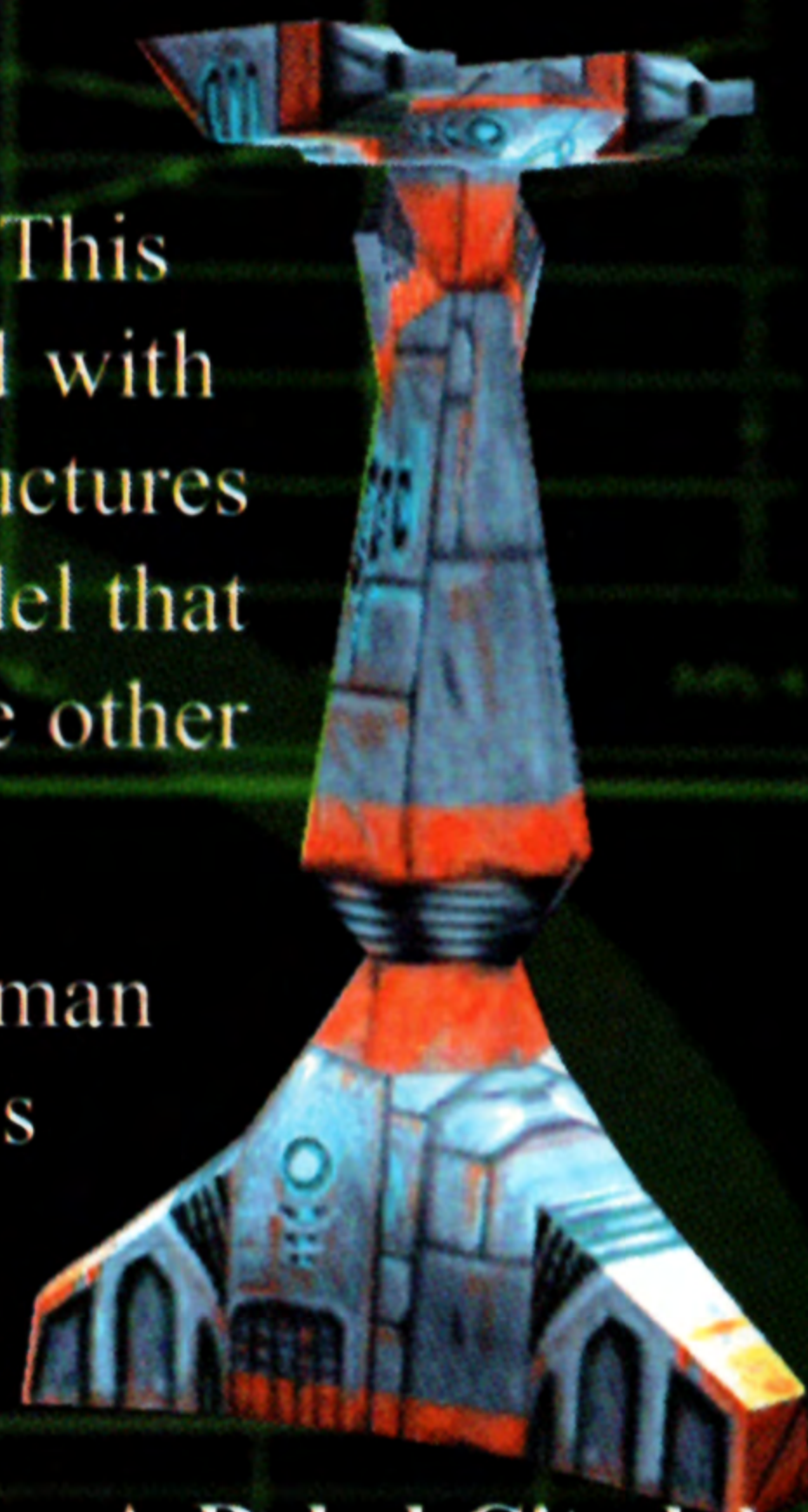
Both the Rebels and the Imperium build Bases, Citadels, and Unit Factories. The Xaja use no Command Structures, preferring instead to use a primitive version of their powerful Warp Gate technology. Xaja engineers have managed to make this alien science semi-compatible with current Rebel and Imperium standards.

► The Citadel

Establishing a new base begins with calling in a Citadel. This towering structure is the heart of a base's defense, equipped with powerful guns and able to call in all the necessary support structures and units that every base needs. It is from the top of the Citadel that you will be able to build all of your Unit Factories and place other defensive turrets.

While the Citadel will attempt to defend its base without a human gunner, most base attacks will overwhelm the Citadel's artificial intelligence. It is always a good idea to teleport from the Wraith to inside the Citadel when one of your bases is under attack. While inside the Citadel, your Wraith will be invulnerable.

Like the Rebel Citadels, Imperium Citadels are the heart of any base. Besides commanding the on-field units, its firepower is extremely deadly. Destroying the Imperium Citadel will greatly aid any attempt to take over an enemy base.



A Rebel Citadel

◀Ground Unit Factory▶

This Rebel factory will generate either Infantry Units or Tanks, depending on which unit type you select from Building Mode. Destroying the Imperium Ground Unit Factory will inhibit the Imperium's ability to produce these units.



**Rebel Ground
Unit Factory**



**Imperium Ground
Unit Factory**

◀Air Unit Factory▶

The Rebel Air Unit Factory produces either AAV's or Bombers, depending on which unit type you select from Building Mode. Destroying the Imperium Air Unit Factories will ensure your air supremacy.



**Rebel Air
Unit Factory**

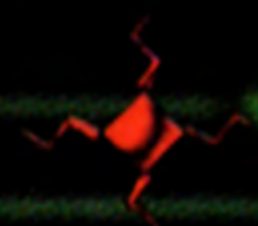


**Imperium Air
Unit Factory**

POWER-UPS

Weapons Power-Ups

The Wraith comes equipped with a large array of weaponry but ammo must be acquired to activate them. Besides your self-replenishing main lasers and charge lasers, there are five other weapons which the Wraith carries.



Tokamok Cannon



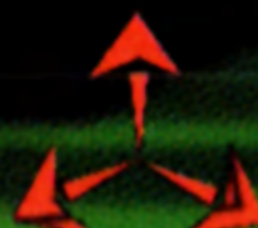
Sun Gun



Helix Missile System



Ion Cannon



Reverse Teleportation Beacon

Special Power-Ups



Shields - Increases shields by either 25% or 50%.



Invulnerability - Allows you to completely withstand enemy assault for a set period of time.

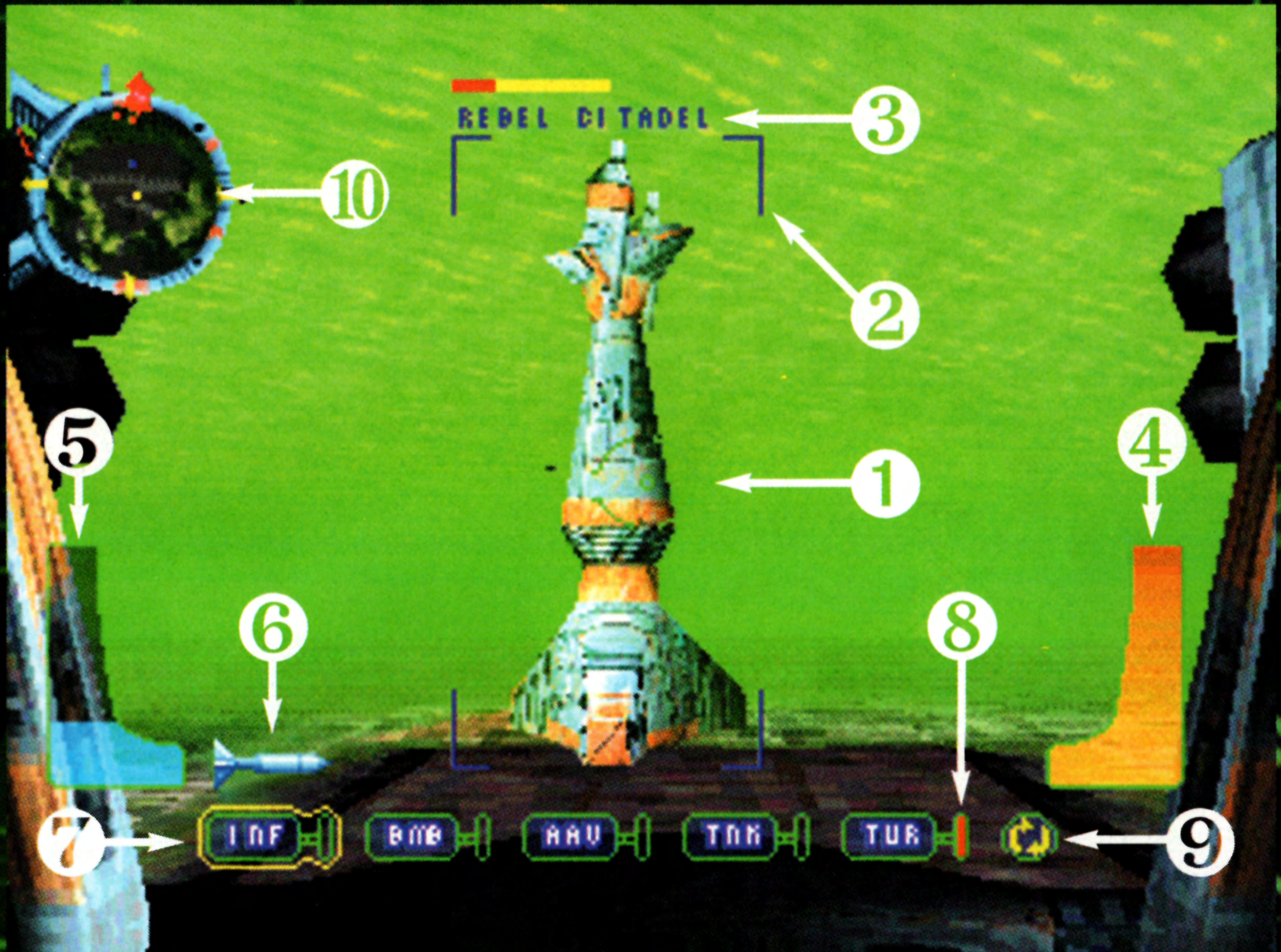


Mega Damage - Increases your weapon's damage potential by 400%. It is expended over time.



Free Call-In - Allows you to call in a type of unit (specified by the power-up) at no energy cost. The Free Call-In Unit type you have acquired will cause the appropriate Unit Call-In Icon to flash at the bottom of your HUD.

WRAITH INTERFACE



While the Wraith is an advanced piece of weaponry, its interface is simple to use and understand. Real-time updates return information to its pilot that are indispensable. Paying attention to all the Wraith's systems can mean the difference between victory and defeat.

WRAITH COMMAND

① Targeting Cursor

The Targeting Cursor, when lined up with an enemy unit in the field, turns from green to red and displays a colored Unit Bounding Box on the unit in the field.

Homing weapons, such as the Helix Missile System, have an added feature. When an enemy object is within shooting range, and the targeting cursor is within an enemy Unit's Bounding Box, the targeting cursor will enter lock-on mode. A square red targeting cursor indicates that you have target lock and all weapon projectiles will reach their target.

② Bounding Box

When you are targeting anything at a distance, whether a unit or a building, pay attention to the bounding box. Its shape and color indicates whether you have targeted a friendly unit or an enemy. If the bounding box is a red octagon, you are locked onto Imperium property. If it is a green triangle, you've found Xaja property. Finally, if it is a blue rectangle, you're targeting Rebellion property. A horizontal Unit Health Meter appears over each Bounding Box.

③ ID Text

ID Text will appear directly above the Unit Bounding Box when a unit is targeted. This feature will help in locating and identifying enemies.

④ Wraith Shield Meter

The Wraith Shield Meter will appear on the right portion of the HUD. Once the Wraith shield is at less than 20% of its original strength, it will flash on and off, alerting you that shields are critical.

⑤ Citadel Shield Meter

The Citadel Shield Meter will appear on the left portion of the HUD. It represents the shield strength of the nearest Rebel Citadel. Once the Citadel shield is at less than 20% of its original strength, it will flash on and off alerting the player that shields are critical. The appearance of the Citadel Shield Meter alerts the player that they are within Citadel range.

⑥ Weapon Select

The Weapon Select icon appears on the bottom left portion of the HUD Display and shows the current weapon selected and how much ammo for that weapon type remains.

⑦ Unit Call-In Icons

Unit Call-In Icons represent the different unit types available to be called in. These icons are displayed across the bottom of the screen. Each time you build a new type of Unit Production Factory, the corresponding Unit Call-In Icon will appear on the HUD. The Unit types are listed from left to right in the following order: INF (Infantry), TNK (Tanks), AAV (AAV), BMB (Bomber). You will be able to tell which Unit Call-In type you have selected by a yellow border highlight around the Unit Call-In Icon.

⑧ Production Bars

Production Bars will appear next to each Unit Call-In Icon to show what units you have and their state of production. The state of production is represented by a red bar that expands to fill the Production Bar next to each of the Unit Call-In types. Once the bar is full, the unit will be available to call in.

⑨ Recycle Icon

To the right of the Unit Call-In Icons will be the Recycle Icon. Highlighting this icon and pressing the Teleport Unit Button will teleport out of the world any targeted friendly units. Recycling friendly units will add to your unit production rate. Note that you are only able to recycle factories while in Building Mode.

⑩ Radar

Radar will appear in the upper left area of the HUD and will graphically represent the positions of Imperium units with red icons, Rebel units with blue icons, and Xaja units with green icons. The Wraith is represented with a yellow icon.

Text Window (not shown)

Positioned at the bottom of the screen, this small area is reserved for incoming computer messages. It appears only when there is incoming information.

Xaja Call-Ins (not shown)

Xaja units can only be called into battle if you have either a) been given them as a condition of the mission, or b) you've picked up a Free Unit Call-In from a power-up.

Overhead Map Call-Down (not shown)

The overhead map can be accessed by pressing the Select Button. Note that you can access this from the Citadel interface and Building Mode, as well.

Navigational Beacon (not shown)

The Navigational Beacon will appear on the overhead map as a flashing icon with purple text. It gives you a general direction toward the location of the nearest target or objective.

CITADEL INTERFACE



The Citadel's interface is similar to that of the Wraith. You enter Citadel View by simultaneously pressing the **L1** and **L2** buttons when you are in the Wraith and within Citadel View Range. As the Citadel is only armed with lasers, there is no need for a Weapon Select Menu. All other functionality remains intact. You may only enter Building Mode from Citadel View.

BUILDING MODE INTERFACE



The Building Mode Menu is used to place Unit Factories and Turrets. You are also able to repair the Wraith, Unit Factories, and Turrets, as well as Recycle previously placed buildings from Building Mode.

BUILDING MODE COMMAND

Pressing any of the Wraith's accelerate forward, strafe left, or strafe right buttons from Citadel View takes you into Building Mode, which allows you to call in support structures. Upon entering Building Mode, the Building Mode Title and Unit Factory Slots will appear.

① Factory Call-In Icons

In Building Mode, the Unit Call-In icons become the Factory Call-In Icons. Unit Factories will be listed in the following order (from left to right): Infantry, Tank, AAV, Bomber. Only the Unit Factories currently available to you will be represented. Turrets can also be placed via these icons. You will be able to scroll through these icons using the Cycle Factory Type Button. A yellow highlight will represent which icon is currently selected. Each of these functions is activated by using the Teleport Factory Button.

Directly to the right of the Factory Call-In Icons are the Repair and Recycle Icons. Repairing replenishes the health of any Wraith, Unit Factory, or Turret that is targeted. Recycling teleports out existing buildings so that you can build a different Unit Factory.

② Production Slots Menu

Directly above the Factory Call-In Icons, on the left side of the screen, is the Unit Factory list. The Unit Factory list shows the number of available Unit Factory Slots available for that particular Citadel Base. Text will represent which Unit Factory occupies each slot. Upon entering Building Mode, each of the available slots will contain the text "Empty".

At the bottom of the Unit Factory list is a slot containing the word "Turrets." To the right of this is a slot showing the number of Turrets available to be placed around your own bases. This number will start at 2 (the max allowed around any one Citadel), and decrease each time a new one is placed. As Turrets are destroyed and called in, this number will change. It represents the number of Turrets available to place.

3DO Customer Support:

Web: <http://www.3do.com/support>

Phone: (650) 261-3454

Mon. thru Fri., 9am to noon and

2pm to 5pm, Pacific Time

Fax: (650) 261-3419

3DO Direct Sales: (800) 336-3506

U.S. Mail:

Customer Support

The 3DO Company

600 Galveston Drive

Redwood City, CA 94063

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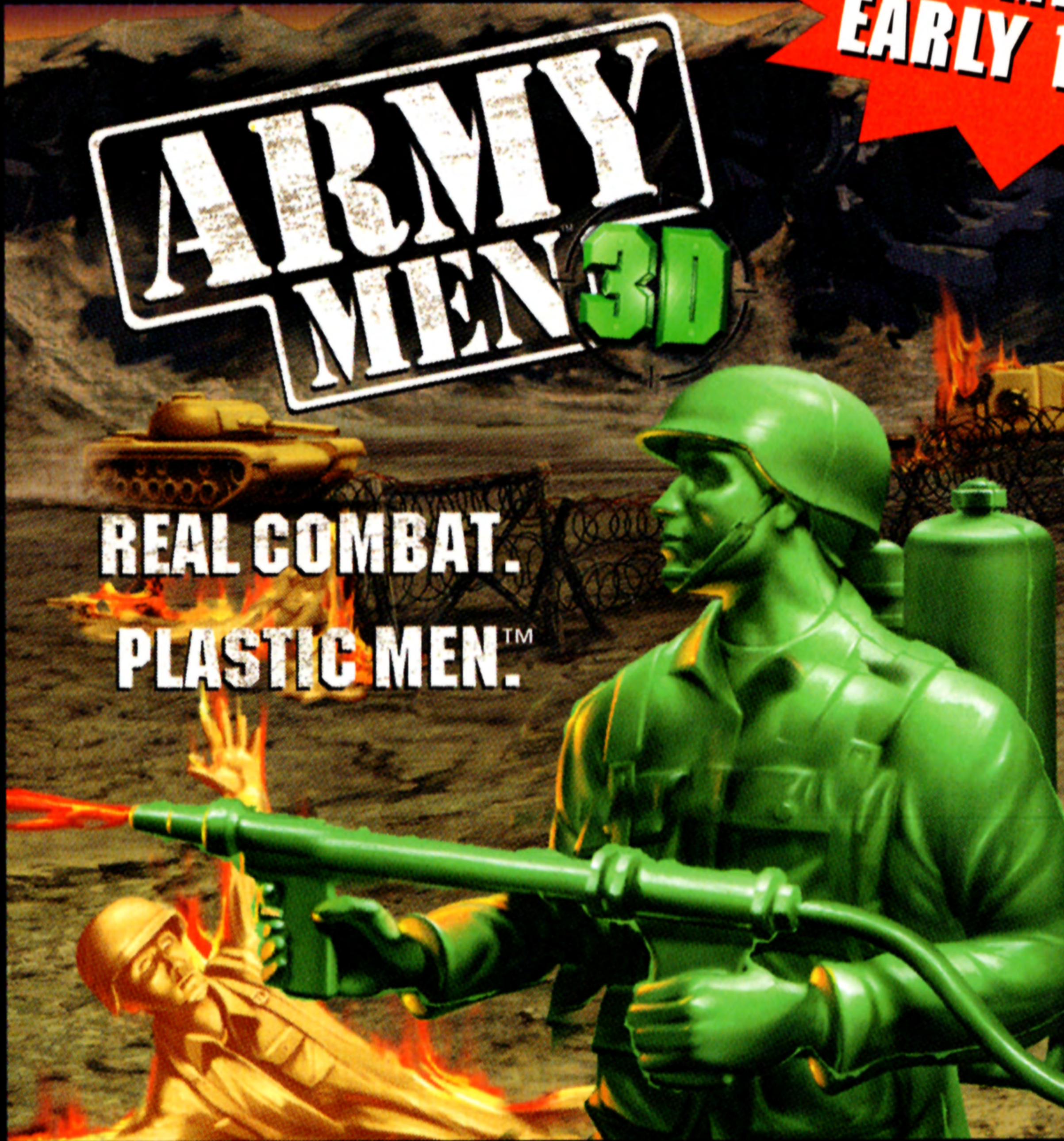
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