

**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 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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Need more **THE UNHOLY WAR™** game hints?

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## SETTING UP

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 game disc and close the Disc Cover. Insert game controller(s) and turn ON the PlayStation® game console. Follow the on-screen instructions to start a game.

## MEMORY CARDS

THE UNHOLY WAR lets you save strategy games at their current level of play, and resume play on previously saved games. Insert Memory Card(s) into the PlayStation® game console BEFORE starting play.

**Important:** Do not remove a Memory Card while saving or loading games. Doing so could damage the game data.

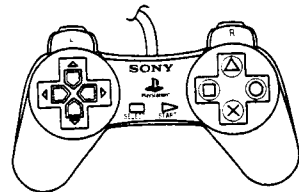
## OPTIONS

You can view and change game options before starting play.

1. On the Main Menu, use the **Directional buttons** to highlight OPTIONS and press the X button.
2. On the Options Menu, press the **Directional buttons** ↑/↓ to select items to change, and press →/← to adjust or change the setting.
3. Select ACCEPT OPTIONS and press the X button to exit.

On the Options menu, you can:

- Adjust SOUND FX and MUSIC VOLUME.
- Set speakers to STEREO or MONAURAL.



## MAYHEM MODE

	Directional buttons
Move	▲, ■, or ● button
Attack/magic	X button
Jump/fly	Start button
Pause/unpause	Select button (while paused)
Quit	

## STRATEGY MODE

	Directional buttons
Move Action Pointer	X button
Select warrior	Directional buttons
Move warrior	X button
Place moving warrior	X button
Place summoned warrior	X button
Select fortress with warrior in it	X button
Select warrior standing on fortress	■ button
Select next warrior or fortress	▲ button
Use special power	■ button
Cancel action	▲ button
Access hints	● button
Pause/unpause	Start button
End turn early	Select + X button
Save game	Select + ■ button
Load game	Select + ● button
Zoom map in/out	L1 button
Change map tilt	R1 button
Rotate map left/right	L2/R2 buttons

You have just stumbled onto planetary war! Two powerful forces are about to clash and you must decide which side you are on.

The Arcanes of planet Xsarra are no pacifist civilization. Every swordsman, wizard, predatory beast, and angel is fully equipped for the deadly art of war. When challenged with attack, any Arcane can display explosive brutality. But peace has prevailed for thousands of years because each being respects the others enough to let them live . . . most of the time.

But an invasion force is about to test the Arcanes. They are the Teknos, cybernetic conquerors who want the resources of Xsarra for themselves. They think the universe is cluttered with too much bio-trash anyway. Slaughtering a few Arcanes will be a pleasure.

Each mech-like Teknos is a marvel of weaponry, software, servos, and sadism. As a force, they are the most advanced battle machines in the galaxy. Many planets have crumbled under the force of their cyborg terror attacks.

Peace is just the time you spend waiting for the next war to come along. The unholy war for planet Xsarra begins now. Find a weapon.



THE UNHOLY WAR has two types of armed conflict:

- Mayhem Mode spotlights two characters in one-on-one battle to the finish. Play this mode first, to get the feel of the game and game controls before tackling Strategy Mode.
- Strategy Mode features Strategic Battle where the Arcane and Teknos forces clash in campaigns to capture bases. During a campaign, Mayhem Mode breaks out when two warriors come to blows over the same piece of the battleground. Take on this major war of will and wiles after familiarizing yourself with the game characters and controls in Mayhem Mode.

You can choose your type of warfare on the Main Menu, which appears after **THE UNHOLY WAR** title screen. The Main Menu also has an Options selection for setting game preferences.

## MAYHEM MODE

Mayhem Mode is a one or two player game.

Mayhem warfare is one-on-one battle. It can be fought in Mayhem Mode or as part of Strategy Mode war. Fight as either the Arcane or Teknos warriors, or fight as all the warriors in turn. You can even fight against your own kind. Play against a friend or the computer.

The Arcane and Teknos forces include seven warrior types on each side. Each warrior brings a deadly uniqueness to the battlefield. Some use magic, others rain death from the sky, and one even slaughters adversaries with deadly screams.

Each warrior has three attacks which demand a certain level of Energy. Power-ups appear during battle to give an advantage to a combatant. When a power-up appears, it can be taken by either fighter, depending on who gets to it first.

There are 14 zones, each with its own terrain, hazards and puzzles. Select Cycle Levels and the battle zones change with each fight.

A Mayhem game is won or lost when all the warriors on one side fall in defeat. When a warrior defeats an adversary, the other player or the computer selects another soldier. When a warrior perishes in battle, a red X appears over him in the Combatant Selection screen and a different combatant must be chosen.

### STRATEGY MODE

Strategy Mode is a one or two player game, where you launch your best ploys against a wily computer or an equally hell-bent-for-victory friend.

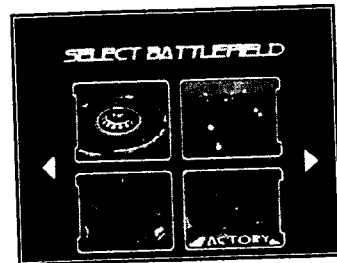
Strategy Mode is a multi-warrior conflict to take territory. In this mode, the fate of planet Xsarra is decided. The object is to destroy not only the opposing forces but destroy their fortress. If two enemies want to occupy the same space, the game switches to Mayhem mode. After a Mayhem battle, the game returns to Strategy Mode.

War costs money and every decision in Strategy Mode depends on how many ingots of precious AUR a force possesses. Each force must mine AUR from certain areas to finance its war effort.

## MAYHEM BATTLE

On all menus, use the **Directional buttons** to make selections, press the **X** button to accept, or press the **▲** button to cancel.

1. On the Main Menu, select MAYHEM.
2. On the Mayhem Menu, select SET TEAMS.
3. In a one player game, set the teams for Player 1 and the computer. In a two player game, either player can set the teams.
4. Select SET PLAYERS, and then select an AI (vs. computer) or PLAYER TWO (two player) game.
5. Select ACCEPT TEAMS.
6. On the Battlefield Menu, select one of 14 battlefields. Select CYCLE LEVELS if you want a different battlefield for every fight. Select RANDOM LEVEL and a battlefield will be chosen for you.
7. Select a warrior on the Combatant Selection screen. If you press the **▲** button a random fighter will be chosen for you.



Health Meter

Energy Meter

Attack Buttons



## MAKE MAYHEM

In Mayhem Mode you duel another warrior until one of you is destroyed. Each soldier has three unique attacks or powers and very different fighting styles. See the section at the end of this manual for Mayhem Mode attacks and controls for each character.

You must maintain your warrior's Health and Energy levels to fight effectively.

## HEALTH & ENERGY

Each warrior begins with maximum Health and Energy levels, which vary from one warrior to the next. Weaker beings with lower Energy and Health ratings may have the advantage of speed or maneuverability.

- Your warrior's Health decreases with attack damage or increases with power-ups. When Health is almost gone, the character's name begins flashing. When Health reads 0, the warrior expires.

- The Energy level decreases every time you use an attack. Then it begins to recharge to full potential. Recharge speed varies with each warrior.
- Button symbols for your weapons appear below the Energy meter. Lines mark the minimum level required for each attack. When your Energy level falls below the line, you cannot use that attack until the level rises. Your character is very vulnerable while you are recharging.

## POWER-UPS

Health and Energy power-ups can appear anywhere on a battlefield during Mayhem combat. When a power-up is available, an arrow streaks across the screen pointing to its position. It's up to you to beat the other fighter to these. It's first come first serve in this war zone. Power-up availability varies with each battlefield.



### HEALTH

Raises Health.



### SPEED

Increases speed, temporarily.



### SUPER JUMP

Increases jump altitude for a short time. Flying characters rise more quickly.



### ENERGY JOLT

No Energy loss when you use a weapon; lasts for a short time.



### INVINCIBILITY

Warrior is indestructible for a short time.

## WINNING & LOSING

### YOU WIN A FIGHT

A fight victory is yours when the opponent crashes to the ground. Your warrior gives a victory yell and the Select Combatant screen for the opponent appears. In an AI (computer) game, another challenger is drafted into battle with your victorious warrior. Whatever Health and Energy depletion you suffered in the last battle carries over to the next battle. You are vulnerable until your Health and Energy are recharged.

### YOU LOSE A FIGHT

Your fighter groans in agony and keels over face down in the dust. The winner struts around in victory and the Select Combatant screen appears for you to bring in another warrior.

- Use the Directional button to highlight your next hopeful. Your defeated fighter cannot be chosen.
- Press the X button to begin battle or press the ▲ button to send a randomly chosen fighter into battle.

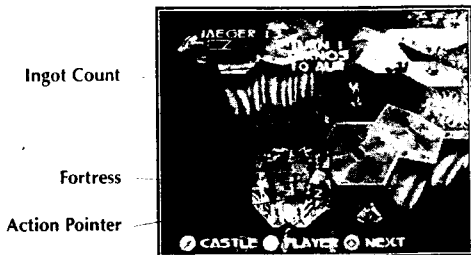
**Note:** Some battles are so close that both opponents perish. When this occurs, both Select Combatant screens appear after the battle.

## STRATEGY ACTION

On all menus, use the **Directional buttons** to make selections, press the X button to accept, or press the ▲ button to cancel.

1. Select STRATEGY on the Main Menu.
2. On the Strategy Menu, select SET WAR and then select the war zone.
3. Select SET PLAYERS and then select an AI (vs. computer) or PLAYER TWO (two player) game.
4. If you saved a war to memory and want to continue, select LOAD WAR. (See page 18 for more about saving and loading Strategy wars.)
5. When you finish making selections, select ACCEPT WAR to begin a Strategy war.





Hex

### OBJECTIVE

The object of a Strategy battle is to destroy all enemies and capture the opposition's fortresses in 12 different regions. The forces fight in turns, and each turn includes three actions. When one side completes its turn, the battlefield view changes to the opposing side and those forces take their three actions.

Actions include:

- Moving a warrior to another hex, and possibly attacking. If you move a warrior to a hex adjacent to an enemy, you may attack. If you choose not to attack immediately, the opportunity is lost until your next turn. (See page 13 for how to move warriors.)
- Using a special power. You can press the ● button to access specific character hint screens.

### THE ACTION POINTER

The Action Pointer is a cursor you move around the battlefield to take your three actions. (The number of actions counts down on the Action Pointer as you use them.) Use the **Directional buttons** to move the Action Pointer, or press the ▲ button repeatedly.

Use the Action Pointer to:

- Point at fighters to gather intelligence about their type and Health. When the Action Pointer is over a hex occupied by a warrior, his or her name and Health level appear on screen.
- Move warriors from one hex to another. Moving a warrior counts as one action (see below).
- Target an enemy for attack (after moving one of your warriors to an adjoining hex).
- Select a warrior for retirement.

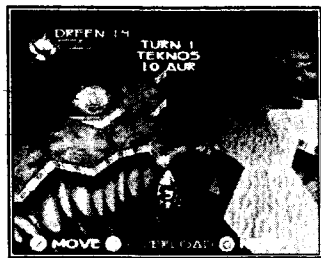
### HEXES

Hexes are units of land in each battlefield.

- Hexes can be occupied by only one warrior at a time.
- The appearance of the hex indicates what battlefield will appear if a warrior on the hex is attacked.

To move a warrior from one hex to another:

1. Select a warrior with the Action Pointer and press the X button. All hexes available for occupation by that warrior will highlight.
2. Use the **Directional buttons** to move the warrior to the hex you want him or her to occupy.
3. Press the X button to station the warrior on the selected hex.



AUR Hex

Hex

## AUR

AUR is the precious metal that finances the war on Xsarra. It is mined by both forces from AUR deposits found on the land. AUR is needed to buy more warriors and use special warrior powers. A hex containing AUR displays a glowing point of golden light.

- AUR is earned in units of 10 ingots and spent in units of 5.
- The amount of AUR a force has appears at the top of the screen.
- The cost of a special move or new warrior appears at the bottom right of the screen.

Gain AUR by:

- Mining it.
- Earning 10 ingots automatically each turn.
- Retiring warriors for a return of half their original value.

To mine an AUR-rich hex, move a warrior onto the hex. The next time it is your turn, the AUR will have been mined. Most warriors can mine 20 ingots worth of AUR in one turn. Brontus and Jaegers, due to their large size, can take 40 ingots of AUR in one turn.

AUR deposits are never depleted.

# STRATEGY BATTLE

## WARRIORS

Each side begins the battle with a set number of warriors. (The number is battle specific; different maps have different numbers.) The force can be increased to a maximum of 10 warriors by summoning more. Warriors can also be retired.

### TO SUMMON A NEW WARRIOR:

1. Position the Action Pointer over the fortress. (Press the X button to select the fortress if a warrior is standing in the same hex as the fortress.)
2. Press the X button to open the Summon Warrior Display.
3. Use the **Directional buttons** to shop through the warrior inventory. Note the Health rating and cost of each warrior and compare it to the amount of Ingots in your treasury.
4. When you find a warrior you want and can afford, press the X button to summon the new warrior.
5. Use the Action Pointer to choose an unoccupied hex adjoining the fortress hex and press the X button to place the new warrior there. You may also place the new warrior on the fortress hex.

The new warrior will have a given name instead of a species name. You may have multiple warriors of the same species on your battlefield simultaneously. However, your army is limited to a maximum of 10 warriors.



## TO RETIRE A WARRIOR

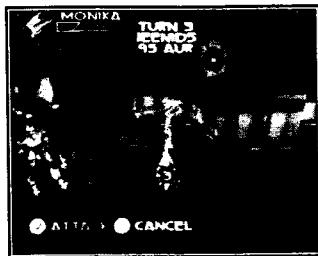
1. Select the fortress with the Action Pointer. If the warrior is on the same hex as the fortress, press the X button to select the fortress.
2. Press the ■ button, move the Action Pointer to the warrior you want to retire, and press the X button. Select YES to accept the retirement; select NO if you change your mind.

## ATTACK!

When two opposing warriors stand on adjoining hexes, they are in attack position. An arrow points to the enemy threat open to attack. When more than one enemy is vulnerable, arrows point to both or all of them.

To attack:

1. Place the Action Pointer over the enemy you want to attack and press the X button. The two fighters will square off and a Mayhem battle will begin.
2. All warriors in hexes adjoining the attacked hex will be available for battle.
3. When the Mayhem battle concludes, the war returns to Strategy Mode and all vanquished warriors are removed. The victor occupies the contested square.



## SPECIAL POWERS

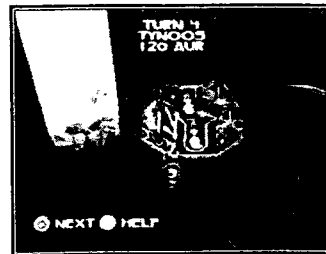
Each warrior brings a special power to the Strategy battle front. Some powers are an attack in the form of a weapon or spell. Others include spawning, healing and teleportation.

## THE FORTRESS

To defeat the opposition, you must destroy all enemy combatants. If an enemy fortress exists in the area, it must be destroyed also. An enemy fortress is destroyed when an opposing warrior enters the hex it stands on. Once a fortress is invaded by an enemy warrior, new warriors cannot be summoned into action.

From any fortress, you can:

- Summon new warriors.
- Retire warriors and recover half their purchase cost.



## WINNING

Just wiping out the fortress is not enough. The enemy can still fight, although they cannot summon more warriors into battle. When you occupy the enemy fortress and all the opponents are eliminated, you win the game.

## SAVING & LOADING

1. To save a Strategy game, press the Select button at any time during the game.
2. Press the **■** button to access the Save Game screen.
3. Select a free space and press the **X** button to save the game to the Memory Card.

**Note:** You must have at least one Memory Card inserted in your PlayStation game console in order to save the game.

4. To load a previously saved Strategy game, press the **Select** button during a game.
5. Press the **●** button to access the Load Game screen.
6. Select a saved game to load and press the **X** button. Wait a moment for the saved game to load.



# ARCANES

## MAYHEM MOVES

- ▲ - Eyebeams
- - Place Heal Obelisk (1 at a time)
- - Shockwave

## STRATEGY SKILL: TRANSPORT

Moves a comrade in an adjoining hex a distance of up to 5 hexes.

## BATTLE TIP

Build Heal Obelisks in hard to reach places, and fire Eyebeams from the air. Give priority to collecting the Speed power-up over Health. Angel must regain lost Energy while on the ground.



DARK ANGEL

## MAYHEM MOVES

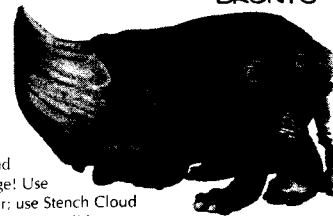
- ▲ - Charge
- - Stench Cloud (3 at any time)
- - Sonar Cone

## STRATEGY SKILL: THUNDER ROAR

All enemies in adjoining hexes are blasted back by 1 hex.

## BATTLE TIP

No one can stop a charging Brontu. Hide behind objects while recharging Energy, and then charge! Use whirlwinds and trampolines to charge in mid-air; use Stench Cloud and Sonar to get opponents in hiding. Sonar penetrates solid objects.



BRONTU

## MAYHEM MOVES

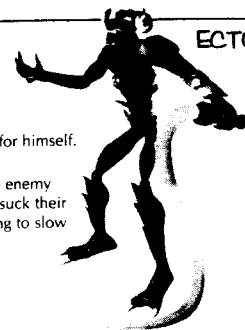
- ▲ - Ectoplasmic Whip
- - Lay Trap (3 at any time)
- - Death Scream

## STRATEGY SKILL: SOUL SUCK

Drains Health points from the victim and takes them for himself.

## BATTLE TIP

Place Traps near popular locations, then try to get the enemy to follow you over them. Once enemies are trapped, suck their Energy away. Get in close, lay Traps and start whipping to slow down enemies.



ECTON

### MAYHEM MOVES

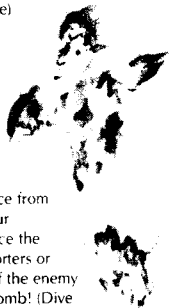
- ▲ - Diving Inferno
- - Firewall (3 at any time)
- - Napalm

### STRATEGY SKILL: FLAMEWALL

A flaming wall blocks all passage for 3 turns. Only Fire Witch can pass through.

### BATTLE TIP

Try to stay a good distance from the opponent and do your damage from the air. Place the Flamewalls on the teleporters or other high traffic areas. If the enemy gets underneath, Dive Bomb! (Dive bombing renders Fire Witch vulnerable for 2 seconds.)



## FIRE WITCH

### MAYHEM MOVES

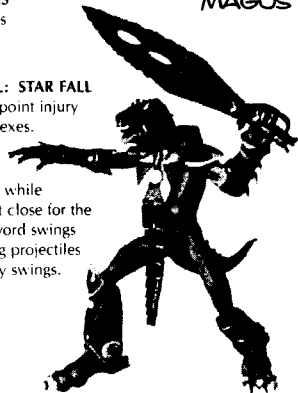
- ▲ - Stalking Birds
- - Star Fall
- - Sword

### STRATEGY SKILL: STAR FALL

Inflicts a Health point injury to a range of 5 hexes.

### BATTLE TIP

Keep firing birds at the opponent, while attempting to get close for the sword attack. Sword swings destroy incoming projectiles and block enemy swings.



## MAGUS

### MAYHEM MOVES

- ▲ - Tongue Attack
- - Switch Places
- - Sparkler

### STRATEGY SKILL: HEAL

Heals herself or any friendly by restoring Health points.

**BATTLE TIP**  
Get a safe distance away to use the Switch move and the Sparkler. If the enemy goes for a power-up, just pull the old switcheroo and grab it yourself. Jump toward dangerous objects, then switch – and the enemy takes the damage. Eat a power-up and turn a Tongue Attack into a green fireball belch.



## MOGALIN RIDER

### MAYHEM MOVES

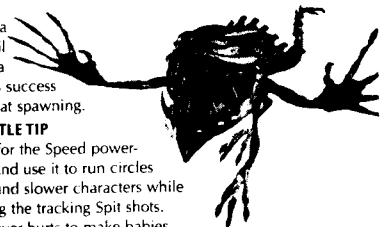
- ▲ - Bite
- - Baby (3 at any time)
- - Spit

### STRATEGY SKILL: SPAWN

A Prana Devil has a 25% success rate at spawning.

### BATTLE TIP

Go for the Speed power-up and use it to run circles around slower characters while firing the tracking Spit shots. It never hurts to make babies.



## PRANA DEVIL

### MAYHEM MOVES

- ▲ - Laser
- - Missile
- - Punch

### STRATEGY SKILL: NUKE

Payload blasts away Health points and can hit warriors at a range of 5 hexes.

### BATTLE TIP

Fire missiles when foes are far away. As they get closer, use the Laser. If they persist, swing Jaeger's giant fists. When low on Energy, use the teleporters, whirlwinds and other special devices to get away fast.



## JAEGER

### MAYHEM MOVES

- ▲ - Bombs
- - Kamikaze
- - Blaster

### STRATEGY SKILL: DESTRICT

The ultimate bad sport, when Killcycle realizes he lost, he crashes. Any warriors in adjoining hexes receive damage points.

### BATTLE TIP

Stay on the ground if the enemy is far away: use long range shots from a safe distance, and bomb during fly-bys. If a ground opponent advances, fly away! If the match begins to look grim, kamikaze! Killcycle only recharges Energy on the ground.



## KILLCYCLE

### MAYHEM MOVES

- ▲ - Ticks
- - Gravity Well (1 at any time)
- - Tongue Attack

### STRATEGY SKILL: OVERLOAD

Charges up a friendly to 150% of normal Health and Energy. The bad news: 3 moves later, the warrior croaks.

### BATTLE TIP

Try to trap or hinder the opponent, then use Mantis's infamous Tongue. Release the Ticks! When weakened, use the Gravity Well to delay enemies while going for the Speed and Health. Collect full ticks to increase Health.



## MANTIS

#### MAYHEM MOVES

- ▲ - Mercury Spheres
- - Shield
- - Slice

#### STRATEGY SKILL:

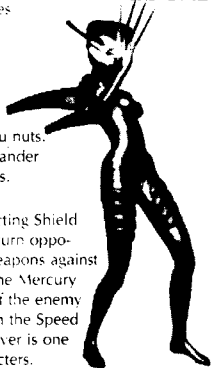
##### VIADNESS

If she can't kill you, she'll drive you nuts. Stricken warriors wander aimlessly for 3 turns.

#### BATTLE TIP

By timing the reflecting Shield just right, you can turn opponents' projectile weapons against them. Keep firing the Mercury Spheres and Slice if the enemy gets too close. With the Speed power-up, Quicksilver is one of the fastest characters.

### QUICKSILVER



#### MAYHEM MOVES

- ▲ - Teleport
- - Build Tower (3 at any time)
- - Lightning Shot

#### STRATEGY SKILL:

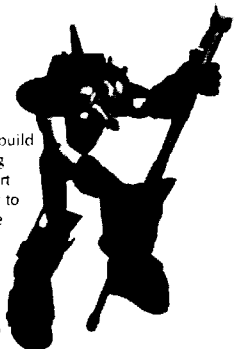
##### TELEPORT

Rapid transit up to 8 hexes.

#### BATTLE TIP

Find high ground to build towers, fire Lightning from afar, and teleport only when necessary to conserve Energy. Use towers to block enemy shots while recharging. Get Speed power-ups at any cost.

### TESLA LORD



#### MAYHEM MOVES

- ▲ - Blade Wall (3 at any time)
- - Spin Attack
- - Sawblade

Shot

#### STRATEGY SKILL:

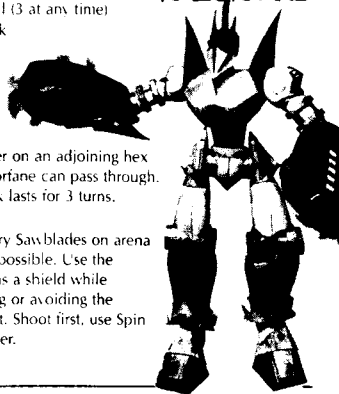
##### BLADEWALL

Builds a barrier on an adjoining hex that only Razortane can pass through. This roadblock lasts for 3 turns.

#### BATTLE TIP

Place stationary Sawblades on arena teleporters, if possible. Use the Sawblades as a shield while recharging or avoiding the opponent. Shoot first, use Spin Attack later.

### RAZORTANE



### WASP

#### MAYHEM MOVES

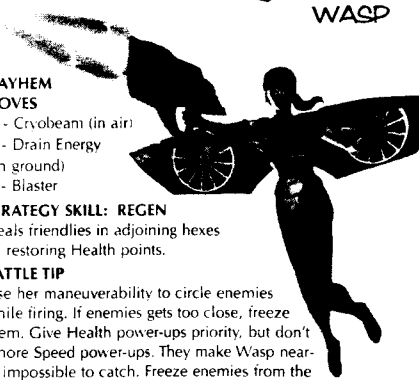
- ▲ - Cryobeam (in air)
- - Drain Energy (on ground)
- - Blaster

#### STRATEGY SKILL: REGEN

Heals friendlies in adjoining hexes by restoring Health points.

#### BATTLE TIP

Use her maneuverability to circle enemies while firing. If enemies get too close, freeze them. Give Health power-ups priority, but don't ignore Speed power-ups. They make Wasp nearly impossible to catch. Freeze enemies from the air, then quickly drop to the ground and drain their Energy.



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#### MUSIC AND SCORING

Burke Trieschmann

#### ADDITIONAL MUSIC

Steven Scherer

#### SOUND EFFECTS

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#### VIDEO SEQUENCES

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#### MANUAL

Hanshaw Ink & Image

#### SPECIAL THANKS

Charles Martin  
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# CREDITS