

FORSAKEN Manual

Sandy

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STARTING UP

1. Set up your PlayStation game console according to the instructions in its instruction manual.
2. Make sure the power is OFF before inserting or removing a compact disc. Insert the FORSAKEN disc and close the disc cover.
3. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Note: Forsaken is for up to 2 players.

THE STORY

The Terran system, the birthplace of humanity. now lies derelict after a terrible experiment went catastrophically wrong. Earth had rested smugly in the knowledge that no force, alien or otherwise, could possibly penetrate its awesome array of defensive satellites, orbital minefields, and computer controlled defense systems which patrolled the space lanes. In the year 2113, Earth's nemesis came from within. For many years, particle physicists at research centers around the world delved deeper and deeper into the very fabric of matter itself, unraveling layer after layer of subatomica. Finally, success! They discovered the means by which they could manipulate matter at it's most basic level. Unfortunately, in their first great experiment into the unknown, the terrible consequences of their actions became all too apparent; the creation of an uncontrollable fusion reaction, which ripped through the planet, and sent a devastating shockwave through the entire system. The Earth lay in ruin. Torn from it's orbital axis, the fragmented planet was now no more than a lifeless husk, devoid of atmosphere and bathed in the searing radiation of the sun. Within a few

short days, all human life had been extinguished. News of the disaster soon reached the High Senators of the Imperial Theocracy, the ruling council of the multi-verse. An investigation into the disaster began in earnest, while anything considered valuable was removed and sites warranting further study were left heavily guarded by robotic military personnel. Now, several months later, the dead system is classified Condemned and considered "up for loot". This means that every bounty hunter, mercenary, fortune seeker and free-loading scum in the galaxy has the unwritten right to raid the dead system and take anything that the Theocracy didn't want. You now become one of these Forsaken, these ruthless mercenaries. Astride your anti-grav pionicycles you prepare to brave the now abandoned settlements of Earth and battle ruthless mechanoid adversaries in a bid to make your fortune, or perhaps simply to raise your renown to that of the truly infamous.

BASIC DEFAULT CONTROLS

(Controls can be reconfigured in the Bike Setup menu)

R1 BUTTON: Forwards	Up BUTTON: Point down
R2 BUTTON: Backwards	Down BUTTON: Point Up
L1 BUTTON: Fire primary	Triangle BUTTON: Slide Up
L2 BUTTON: Fire secondary	Square BUTTON: Slide Left
Left BUTTON: Left	X BUTTON: Slide Down
Right BUTTON: Right	Circle BUTTON: Slide Right

START BUTTON: In game pause menu
SELECT BUTTON +square BUTTON: Roll left
SELECT BUTTON +circle BUTTON: Roll right
SELECT BUTTON + R1 BUTTON: Turn Nitro On (press both again or R2 to turn off)
SELECT BUTTON + L1 BUTTON: Primary select
SELECT BUTTON + L2 BUTTON: Secondary select

DEFAULT ANALOG CONTROLS

Square BUTTON: Primary Weapon Select	L1 BUTTON: Primary Weapon Fire
Circle BUTTON: Secondary Weapon Select	L2 BUTTON: Secondary Weapon Fire

X BUTTON: Nitro R1 BUTTON: Forwards
Left BUTTON: Roll Left R2 BUTTON: Backwards
Right BUTTON: Roll Right
LEFT ON LEFT ANALOG: Turn Left
RIGHT ON LEFT ANALOG: Turn Right
DOWN ON LEFT ANALOG: Pitch Up
UP ON LEFT ANALOG: Pitch Down
LEFT ON RIGHT ANALOG: Slide Left
RIGHT ON RIGHT ANALOG: Slide Right
UP ON RIGHT ANALOG: Slide Up
DOWN ON RIGHT ANALOG: Slide Down

FORSAKEN BASICS

To reset to title screen, hold the SELECT BUTTON for 3 seconds while holding the START BUTTON.

Up BUTTON:	Select option/item	START BUTTON:	Pause/resume
Left BUTTON:	Toggle settings	game/Access in-game options	
Down BUTTON:	Select option/item	Triangle BUTTON:	Cancel/previous screen
Right BUTTON:	Toggle settings	X BUTTON:	Confirm/next screen

BEGIN YOUR BATTLE

At the title screen, press the START or the X BUTTON to access the Main Menu.

Single Player: A single player competes against the computer.

Death Match: Two players play on the same console/monitor, using a split screen view.

Password: At certain points in the game, you may receive a password, which allows you to resume play from that point without having to go through the stress and heartache of beginning all over again. (The Notes section at the back of this booklet is a handy place to write down passwords).

To enter a Password:

- Use the Directional Buttons to highlight a character.
- Press the X BUTTON to enter the character. (highlight RUB and press the X BUTTON to delete a character)

Once you have correctly entered a password, highlight ENTER and press the X BUTTON.

You will resume play just where you want to.

Options: Set game options.

OPTIONS

To toggle settings, press the Left or Right

DIRECTIONAL BUTTONS.

Sound Effects: Play with Sound Effects ON (default) or OFF.

Music: Play with Music ON (default) or OFF.

Sound Effects volume: Use the slider (press the Left or Right DIRECTIONAL BUTTONS) to adjust volume levels.

Music Volume: Use the slider (press the Left or Right DIRECTIONAL BUTTONS) to adjust volume levels.

Credits: View game credits.

Exit: Return to main menu

GAME BASICS

Levels: Each level has different objectives/requirements, which are outlined in the Mission Briefing screen prior to each mission. There are lots of levels and it

would be impossible to brief you on every nook and cranny. Basically, you want to survive the constant blasting, sniping and infernal ambushing that makes Forsaken what it is. You need cunning, speed, and a lot of weaponry. You begin each game with 5 lives, which won't last long until you get the hang of the game. Sometimes even then.

THE SCREEN DISPLAY

Shield Energy: Your bike has a tough shield to protect it, but after too many hits it's toast, and so are you.

Hull Strength: Like the Colonel's chicken, your bike can only take so much battering. When your hull strength is kaput, that next hit is going to hurt!

Target Crosshair: It may take a bit of practice before you become skilled at lining up the enemy right where it smarts, but boy is it worth it!

Your Friend Getting Blown Up:

This is one of the rewards we discussed in Target Crosshair. It only works in a Death Match game. Otherwise, you will see Something Else Getting Blown Up.

Current Weapon: The name of the weapon you are shooting right this minute.

Ammo Count: Or the Bullet Duke, if you prefer. This shows how much ammo remains for primary weapons like the Suss-Gun and Trojax.

GAME TYPES

There are two game types, Single Player and Death Match.

SINGLE PLAYER GAME

After selecting a Single Player game, you will see a screen like this:

START

Highlight Start and press the X BUTTON to begin playing a game.

SETUP BIKER

This screen takes you to a sub menu where you can select your bike, change your controls, and change Primary and Secondary Weapon autoselect order.

Change Bike: This is really bike selection.

Press Left or Right on the Directional Pad to toggle through the gallery of space bikers and pick the one that suits your style. Press the X BUTTON to confirm. Two players can select the same bike/biker.

Change Controls: Press the Directional Buttons to highlight a control you wish to change, then press the X BUTTON to select it. Next, press the button you wish to assign to an action or function. Note that there are more actions/functions than there are buttons, so some controls use a combination of the SELECT BUTTON + an ACTION BUTTON (Select +Circle, for example). Try the default controls to start out. Once you get used to the game action, you'll have a better idea of what is most comfortable for you. When your controls are set, highlight EXIT and press the X BUTTON to return to the Bike Setup menu.

Note: To view and/or change the default Dual Analog Pad controls, make sure that

your Analog Button mode is set to RED, then press the X BUTTON when Change Controls is highlighted.

Auto Level: Toggle this ON (default) or OFF. When this option is ON, your bike will always attempt to position itself correctly in line with the walls of the environment. This can help you maintain your orientation in the dizzying scrambles that abound in every level.

Primary Weapon Order: Primary Weapons are light weapons which fire bullets or similar ammo.

This option allows you to set the order your Primary weapons will autoselect in during a game. The autoselector reads the list from top to bottom, and will fire the next available weapon. During the game, if you pickup a weapon that is higher up on the list than the current one, it will be autoselected.

To reorder your primary weapons: Press the Up or Down DIRECTIONAL BUTTONS to highlight the weapon you wish to move and press the X BUTTON to select it. Next, highlight the weapon you want to swap places with and press the X BUTTON. The two will change places in the order.

Secondary Weapon Order: Generally, Secondary Weapons are the heavier, missile-firing weapons. This option works exactly like the one above.

Exit: Return to the Single Player menu, where you can highlight the START BUTTON and press the X BUTTON to begin play.

DIFFICULTY

When this is highlighted, press the X BUTTON to toggle among EASY, NORMAL (default), HARD and TOTAL MAYHEM skill levels.

DEATH MATCH GAME

Setup is essentially the same as for a Single Player game, except both players set options. In a Death Match game, two players compete on a split screen with one player above and one below. Death Match games allow you to stalk, ambush and harm your opponents quite badly. Unless they get to you first, in which case you'll just have to play a get even round, won't you? The object of a Death Match: Survival!

DEATH MATCH OPTIONS

- Death Match games offer these options:
 - Time Before Game Finishes: Set this game timer anywhere from NONE (no time limit) to 20 minutes.
- Kills Before Game Finishes: Set the number of total kills (among both players) from 0 (no minimum) to 20 (maximum). A kill is registered whenever an enemy is destroyed.
- Exit: Return to the Death Match menu.

KNOW YOUR WEAPONS!

Weapon Type: Weapons come in two basic types: Primary and Secondary. Primary weapons are basic weapons which fire lasers and bullets, and have a high ammo count. Secondary weapons are missiles, and have a lower ammo count. Secondary weapons which can be "dropped" (such as mines, listed out below) are especially useful for creating ambushes.

Using Weapons: You can only activate one Primary and Secondary weapon at a time.

The currently selected weapon is displayed on your control panel at all times.

You can change the current weapon by pressing SELECT + LI or L2.

Note: If you are destroyed during the course of a game, any collected weapons you have will be jettisoned on that spot; you can then re-collect them when you regenerate

(if you have any remaining lives left) by moving over them. In Death Match play, try to collect a destroyed opponent's weapons, giving you a tactical edge and hurting enemy morale. Try not to gloat.

PRIMARY WEAPONS

plusar Comments: Pulsar is the standard energy weapon an players start the game with. you'll always have it.

Trojax Comments: A blast from the Trojax has a high damage potential. To attain this, you must charge the weapon by holding down the Fire Primary Weapon control (release it to fire). Each second of charging increases the damage. Power Pods decrease the recharge time.

Suss Gun Comments: Using "smart" tipped projectiles, the Suss-Gun is great for maintaining rapid fire against several targets, allowing the novice biker to achieve a higher hit percentage. Mixed tracer rounds aid in targeting, and hence accuracy of fire. A short range weapon with a wide field of fire, the Suss-Gun uses its own special ammo (see Extra Ammo).

Pyrolite Rifle Comments: The fireball from the Pyrolite is something to behold (and avoid!).

Transpulse Comments: Fire from the Transpulse will bounce off solid objects (except bikes), allowing you to set up carom shots.

Beam Laser Comments: The Beam Laser fuses two separate pulses into one powerful beam. The range is vast, and the effect instantaneous, caution: The Beam Laser will overheat if fired for too long. Try bursts.

SECONDARY WEAPONS

Mug Missile Comments: This is the standard rocket ordnance each player carries. They are fast, and pack a wallop but no on-board guidance system, so accuracy depends entirely on your aim.

Scatter Missile Comments: The Scatter Missile is primarily a nuisance weapon designed to rob your opponent of his or her weapons. An opponent struck by this missile will lose all weaponry. Don't get hit with this!

MRFL Comments: The Multiple Fire Rocket Launcher can carry snub-nosed dart missiles, and is capable of launching them all within seconds! Each missile is a smaller version of the standard MUG missile, but with an enhanced propulsion system and reduced payload. They do not have on-board tracking. The MRFL will continue to fire until you release the

fire control or run out of missiles.

Solaris
Missile Comments: As the name suggests, the Solaris uses IR heat signature detection to track its target and strike home. The missile uses standard propulsion technology and so is on faster than the MUG, but the larger warhead provides a greater destructive potential.

Titan
Missile Comments: The Titan missile is a hugely powerful piece of missile ordnance. Fitted with a stasis chamber warhead holding opposing matter and antimatter elements, this device has an explosive yield of roughly 5 kilotons.

Gravogon
Missile Comments: The Gravogon missile is fitted with a powerful energy distorting warhead which enables it to alter gravity within its blast radius. Upon detonation, all free floating matter within a set range is drawn inexorably towards the blast point.

DROPPED SECONDARY WEAPONS

Purge
Mine Comments: Purge Mines are the standard pursuit deterrent mine. Fitted with proximity fuses and a thermo-neutron charge, they pack enough punch to take out even the most determined tailgater! When the player drops the Purge Mine, it is ejected directly behind his bike, where it will float and slowly rotate. It can be destroyed by weapons fire; otherwise, it detonates upon collision. Purge mines are small orange and yellow spheres with white spikes around the center circle.

Quantum
Mine Comments: The shockwave from this mine does damage to enemies depending on their distance from the blast. Like all mines, it is dropped directly behind a bike, and is detonated by collision (it will explode if fired upon).

Pine Mine Comments: As in "porcupine". Actually a floating missile platform rather than a mine, it is deployed from behind. The device is "smart" and ignores the player who activates it. It fires missiles which track and launch against any enemy in range.

AMMO

Plasma
Pack Comments: Plasma Packs provide a clean and reliable energy source for use with the Pulsar Laser and Trojax cannon. Each pack provides an energy boost.

Extra
Ammo Comments: Extra smart tipped shells for use with the Suss-Gun.

Petro
Gel Comments: Collect additional petrogel to keep your foes in flames.

POWER UPS

- Orbit Pulsar Comments: Orbit Pulsars are small weapon pod attachments that constantly rotate around the host bike, boosting the offensive weapon capability. Orbit Pulsars work in the same way as the Pulsar, their strength increasing as more power pods are added to the bike. Orbit Pulsars fire at the same time (and at the same target) as the currently selected primary weapon; the player does not need to select them separately. Thus, if you have a Trojax selected, each time it is fired, the Orbit Pulsars will also fire. Orbit Pulsars are found singularly, but up to four may be added to one bike.
- Power Pods Comments: Power Pods are the universal Weapon Booster pickup. Each pod increases the damage potential of all primary weapons currently held. A bike can carry up to 2 pods. Pods are an unlimited power supply.
- Shield-Overdrives Comments: Shield Overdrives are similar to power pods, but they boost shield strength rather than weapons power.
- Crystals Comments: Collect these crystals to gain a special game bonus!
- GoldBars Comments: In a Single Player game only, collect 10 Gold Bars to get an extra life.
- Stealth Mantle Comments: Fruits a low frequency damping field around you, rendering you almost invisible for a short period.
- Rensnic-Reanimator Comments: In a Single Player game only, collecting this will give you an extra life.
- Chaos Shield Comments: Creates interference which no known energy can penetrate, giving you total (though temporary) invulnerability.
- Nitro Comments: Collect Nitro to give you a speed boost when the proper control is input.

THE ENEMY

Enemies. Everybody's got em. In Forsaken you'll meet more than your share. Behind a corner, behind a wall, behind your eyes.. .Enemies are considered Fodder or Leader types. Fodder enemies are more numerous and less dangerous than Leaders.

There are, of course, some fearsome boss-type rascals to deal with, and I'LL be delighted to hear how you fare against them. Make sure your affairs are in order... Here are some of the foes that confront you in Forsaken.

TURRETS

- Slug Comments: Fires a homing photon in three round salvos. Nasty.
- Pulse Comments: The pulse turret fires pulsar blasts. It tracks by radar, so look out.

Dual Comments: Double trouble in the form of a twin pulse turret which can target enemies independently.

Beam Comments: Don't get in the way of these relentless rays or you'll be a study in frying forensics.

Missile Comments: This Multiple Fire Rocket Launcher is a threat you won't forget.

GROUND ENEMIES

Mek-Ton Comments: Mek-Tons are bots created for war, with heavy weaponry and thick armor plate. Though mostly ground-based, some are tracked, some bi-pedal. This bruiser means business.

Legz Comments: This walking menace fires homing photons that pack a powerful punch.

Security Bot Comments: This sentry druid is armed with a Gravgon missile. An enemy struck by the beam will be immobilized for a short period.

Snub Bot Comments: These slow movers carry Snub missiles. Bots track by sight and sound, and upon hearing or seeing an enemy in front of them, will maneuver into firing position. The Snub Bot is smart enough to follow you behind an obstacle, even if though you're on longer visible (you can run, but hiding is another story). You're safe behind them, as long as you don't make a sound...

FLYING ENEMIES

Swarm Comments: Small and lightly armed, Swarm weapons are deployed in numbers to overwhelm and confuse an enemy.

Shade Comments: The Shade is capable of seeing anything in front of it, and can detect enemies behind it by way of radar (although a line of sight must exist). The Shade maintains a fairly frequent rate of fire, giving the player some indication as to it's whereabouts. In the event of the But losing sight of the player it will de-activate the Stealth Mantle. The Shade is armed with a Transpulse. Once the Shade has taken damage in excess of 70% hull strength, it will no longer be able to fully maintain the Stealth Mantle. This will begin to flicker ever more violently as damage increases.

Lazbot Comments: Firing with deadly power, the Laz But is a full-time menace.

Airmobil Comments: This bad boy is a must to avoid. A deadly support vehicle which carries a whallop..

- Minelayer Comments: Heavy-handed Death From Above!
NOTE: these carry unlimited mines.
- Suppressor Comments: The Suppressor is armed with a Trojax,
so steer clear!
- Levitank Comments: This denim-clad, oh, I mean armor-clad flying
tank is well armed, though its relatively poor maneuverability
makes it easy to target.
- Hunter Comments: Hunters are fast, highly maneuverable
attack craft armed with a front rotating turret which
allows for 1200 frontal arc of fire.
- Max Comments: Armed with Pyrulite technology, this baby
will keep things hot for you!

HINTS & TIPS

GENERAL

- Fly, don't fry While standing still is a must at some points, the difference between a daring survey and a dying duck is just a shot away. Keep moving! Slide Up, Down, Left and Right! Constant darting in and dodging back is crucial to survival.
- Don't just fire at foes. Blast at your surroundings, too. There are lots of areas that are only accessible by blowing away a door, surface or something else. Be creative; game designers are a clever lot, out to trick you any way they can think of!
- Try playing with Autolevelling OFF. This lets you fly upside down, the better to launch surprise attacks. Death from above!
- Don't mistake Quantum mines for powerups! Quantum mines rotate and shine with a bluish light so you can tell them apart. That and the fact that they blow you up should help you learn the difference.

DEATH MATCH MODE

- Spin as you drop Purge Mines to create a wide wave of terror!
- Dropping mines too close together will create a chain reaction when one is tripped. This can be good or bad...