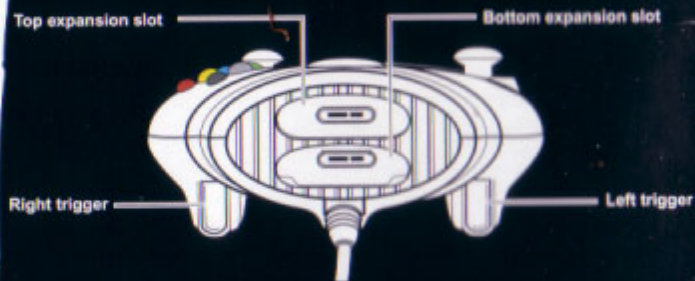


STATE OF EMERGENCY

# XBOX™ CONTROLLER CONFIGURATIONS



<http://www.replacementdocs.com>



## FRONT END

**ACTION**  
**NAVIGATION**  
**SELECT AN ITEM**  
**BACK**  
**ERASE**

**X BUTTON**  
**DIRECTIONAL PAD**  
**A BUTTON**  
**BACK**  
**B BUTTON**



# STATE OF EMERGENCY





## ABOUT PHOTSENSITIVE SEIZURES

A VERY SMALL PERCENTAGE OF PEOPLE MAY EXPERIENCE A SEIZURE WHEN EXPOSED TO CERTAIN VISUAL IMAGES, INCLUDING FLASHING LIGHTS OR PATTERNS THAT MAY APPEAR IN VIDEO GAMES. EVEN PEOPLE WHO HAVE NO HISTORY OF SEIZURES OR EPILEPSY MAY HAVE AN UNDIAGNOSED CONDITION THAT CAN CAUSE THESE "PHOTSENSITIVE EPILEPTIC SEIZURES" WHILE WATCHING VIDEO GAMES.

THESE SEIZURES MAY HAVE A VARIETY OF SYMPTOMS INCLUDING: LIGHTEADEDNESS, ALTERED VISION, EYE OR FACE TWITCHING, JERKING OR SHAKING OF ARMS OR LEGS, DISORIENTATION, CONFUSION, OR MOMENTARY LOSS OF AWARENESS.

SEIZURES MAY ALSO CAUSE LOSS OF CONSCIOUSNESS OR CONVULSIONS THAT CAN LEAD TO INJURY FROM FALLING DOWN OR STRIKING NEARBY OBJECTS. IMMEDIATELY STOP PLAYING AND CONSULT A DOCTOR IF YOU EXPERIENCE ANY OF THESE SYMPTOMS. PARENTS SHOULD WATCH FOR OR ASK THEIR CHILDREN ABOUT THE ABOVE SYMPTOMS-CHILDREN AND TEENAGERS ARE MORE LIKELY THAN ADULTS TO EXPERIENCE THESE SEIZURES.

THE RISK OF PHOTSENSITIVE EPILEPTIC SEIZURES MAY BE REDUCED BY:

- SITTING FARTHER FROM THE TELEVISION SCREEN,
- USING A SMALLER TELEVISION SCREEN,
- PLAYING IN A WELL-LIT ROOM, AND
- NOT PLAYING WHEN YOU ARE DROWSY OR FATIGUED.

IF YOU OR ANY OF YOUR RELATIVES HAVE A HISTORY OF SEIZURES OR EPILEPSY, CONSULT A DOCTOR BEFORE PLAYING.

## AVOID DAMAGE TO YOUR TELEVISION

DO NOT USE WITH CERTAIN TELEVISIONS. SOME TELEVISIONS, ESPECIALLY FRONT-OR REAR-PROJECTION TYPES CAN BE DAMAGED IF ANY VIDEO GAMES, INCLUDING XBOX™ GAMES, ARE PLAYED ON THEM. STATIC IMAGES PRESENTED DURING THE NORMAL COURSE OF GAME PLAY MAY

"BURN IN" TO THE SCREEN, CAUSING A PERMANENT SHADOW OF THE STATIC IMAGE TO APPEAR AT ALL TIMES, EVEN WHEN VIDEO GAMES ARE NOT BEING PLAYED. SIMILAR DAMAGE MAY OCCUR FROM STATIC IMAGES CREATED WHEN PLACING A VIDEO GAME ON HOLD OR PAUSE.

CONSULT YOUR TELEVISION OWNER'S MANUAL TO DETERMINE IF VIDEO GAMES CAN BE SAFELY PLAYED ON YOUR SET. IF YOU ARE UNABLE TO FIND THIS INFORMATION IN THE OWNER'S MANUAL, CONTACT YOUR TELEVISION DEALER OR THE MANUFACTURER TO DETERMINE IF VIDEO GAMES CAN BE PLAYED ON YOUR SET.

## OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

THE XBOX™ VIDEO GAME SYSTEM DOCUMENTATION CONTAINS IMPORTANT SAFETY AND HEALTH INFORMATION THAT YOU SHOULD READ AND UNDERSTAND BEFORE USING THIS SOFTWARE.

UNAUTHORIZED COPYING, REVERSE ENGINEERING, TRANSMISSION, PUBLIC PERFORMANCE, RENTAL, PAY FOR PLAY, OR CIRCUMVENTION OF COPY PROTECTION IS STRICTLY PROHIBITED.



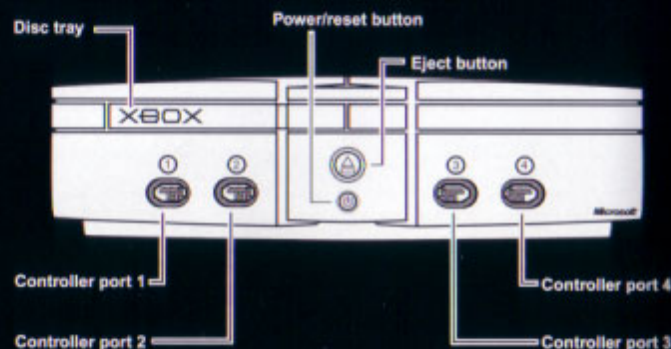
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## USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the State of Emergency disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing State of Emergency.



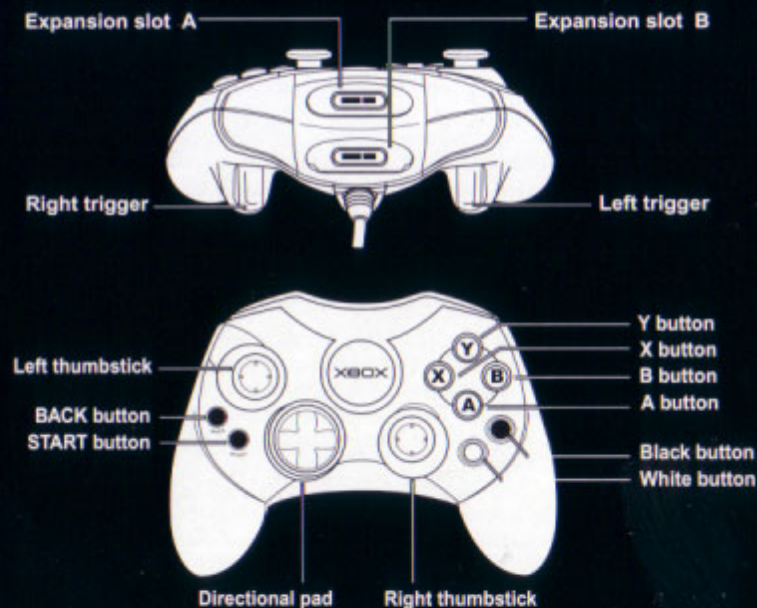
## Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heartshaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

## USING THE XBOX CONTROLLER

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play State of Emergency.





## THE OFFICIAL STORY OF THE CORPORATION'S RISE TO POWER

**2010:** WE ACCEPTED THAT THE ONLY WAY THE GLOBAL ECONOMY COULD SUCCESSFULLY SUSTAIN GROWTH THROUGH A PERIOD OF ENVIRONMENTAL DETERIORATION WAS TO GIVE MORE POWER TO BIG BUSINESS.

**2015:** IT WAS LEARNED THAT THERE WAS NO LONGER A NEED FOR ELECTIONS AND THAT FOR YEARS THE DEMOCRATIC PROCESS HAD GIVEN US ONLY A WEAK GOVERNMENT.

**2019:** THE MEDIA WAS NATIONALIZED TO ENSURE THAT PRODUCTIVITY AND HAPPINESS WERE PROMOTED BY APPROPRIATE REPORTING OF EVENTS.

**2023:** OPPOSITION TO AUTHORITY WAS LIQUIDATED PERMANENTLY, AND THE CORPORATION TOOK COMPLETE CONTROL. THIS PERIOD SAW SUSTAINED GROWTH OF OUR ECONOMY. THE PEOPLE WERE HAPPY AND THEY KNEW IT. BUSINESS FLOURISHED, AND DESPITE MANY ENVIRONMENTAL PROBLEMS, OUR ECONOMY GREW THREEFOLD.

**2029:** AN ATTEMPT BY WORK SHY NON-BELIEVERS TO REBEL WAS CRUSHED BY THE SECURITY FORCES. THE PEOPLE REJOICED BECAUSE THEY KNEW THE GOVERNMENT WAS CARING FOR THEM IN A WAY THAT THEY COULDN'T MATCH.

**NOW, IN 2035:** MORE WEAK AND IGNORANT LOWLIFES ARE ATTEMPTING TO CHALLENGE THE AUTHORITY OF THE CORPORATION. A STATE OF EMERGENCY HAS BEEN DECLARED AND THEY WILL LEARN THE ERROR OF THEIR WAYS. THEY MUST NOT BE ALLOWED TO STAND IN THE WAY OF PROGRESS.

## INTRODUCTION

THE CORPORATION IS CLAMPING DOWN ON ORGANIZED RESISTANCE AND RESTRICTING MOVEMENT ACROSS THE CITY TO COUNTER THE SPREAD OF REVOLT. IT IS UP TO YOU TO ATTACK THE CORPORATION AND ITS MINIONS, TO ULTIMATELY DESTABILIZE AND DESTROY THEM.

BEGINNING IN THE CAPITOL CITY MALL, YOU PLAY ONE OF FIVE CIVILIANS CAUGHT IN THE MIDDLE OF THE RIOT. APPROACHED BY A FREEDOM FIGHTER FROM THE UNDERGROUND RESISTANCE MOVEMENT, KNOWN AS FREEDOM, YOU DECIDE TO JOIN THIS ORGANIZED RESISTANCE AND USING WHATEVER WEAPONS YOU CAN FIND, FIGHT BACK AGAINST THE CORPORATION SECURITY FORCES. ONLY BY MASTERING BOTH HAND TO HAND COMBAT AND MORE LETHAL WEAPONRY WILL YOU SUCCEED IN OVERTHROWING THE CORPORATION AND RESTORING DEMOCRACY.

CHOOSE TO PLAY THROUGH 118 MISSIONS SET ACROSS FOUR AREAS OF THE CITY IN THE REVOLUTION MODE, OR PLAY CHAOS MODE WHERE THE AIM IS TO SCORE AND THE BEST WAY TO SCORE IS TO SMASH, DESTROY AND KILL.

SUCCESS IN THESE MODES UNLOCKS NEW LEVELS, PLAYABLE CHARACTERS AND GAME MODES. CHALLENGE YOUR FRIENDS OR PLAY CO-OPERATIVELY IN STATE OF EMERGENCY'S UNIQUE MULTIPLAYER MODES (ADDITIONAL GAME CONTROLLERS REQUIRED).

## MAIN MENU: SELECT GAME MODE

AFTER THE INTRODUCTORY SEQUENCE YOU WILL BE PRESENTED WITH THE MAIN MENU. NAVIGATE AROUND THE MENUS USING THE LEFT THUMBSTICK OR THE DIRECTIONAL PAD, USE **A** TO SELECT, AND **B** TO DESELECT AND CANCEL. SELECT A GAME MODE FROM THIS MENU. THERE ARE FIVE MAIN GAME MODES: CHAOS, REVOLUTION, MULTIPLAYER, HIGH SCORES AND OPTIONS. EACH OF THESE GAME MODES IS DESCRIBED IN MORE DETAIL LATER IN THIS MANUAL.

## QUICK START

TO GET STRAIGHT INTO THE ACTION, SELECT CHAOS, ENTER A NAME, CHOOSE A CHARACTER AND A LEVEL, THEN SELECT KAOS MODE, THEN KEEP PUSHING **A** UNTIL YOU ARE IN THE GAME. THE AIM OF KAOS MODE IS TO SCORE POINTS BY FIGHTING AND KILLING CORPORATION SECURITY FORCES AND GANGS AND DAMAGING AND DESTROYING BUILDINGS AND CARS.





# BASIC CONTROLS

## MOVEMENT

**WALK, RUN:** MOVE YOUR CHARACTER AROUND USING THE LEFT THUMBSTICK. MOVE IT SLIGHTLY TO WALK AND FULLY TO RUN.

**DASH:** YOU CAN ALSO SPRINT AROUND FOR SHORT PERIODS BY PULLING THE LEFT TRIGGER WHILE RUNNING.

## CAMERA CONTROL

**PAN CAMERA:** PAN THE CAMERA AROUND YOUR CHARACTER WITH THE RIGHT THUMBSTICK. YOU CAN CHANGE THE DIRECTION IT ROTATES IN BY SETTING FLIP LOOK TO ON IN OPTIONS.

**CENTER CAMERA:** CENTER THE CAMERA BEHIND YOUR CHARACTER BY PULLING THE RIGHT TRIGGER.

## PICK UP/DROP/THROW

**PICK UP:** POSITION YOUR CHARACTER NEXT TO A WEAPON OR OBJECT. A COLORED CIRCLE WILL APPEAR IF IT CAN BE PICKED UP. THEN PUSH **B** TO PICK IT UP.

**DISCARD:** WHEN CARRYING A WEAPON OR OBJECT PUSH **B** TO DROP IT. YOU WILL AUTOMATICALLY DISCARD WEAPONS WHEN THEY ARE OUT OF AMMUNITION.

**THROW:** ALL CARRIED OBJECTS CAN BE THROWN, AS CAN LOBBED WEAPONS (MOLOTOV COCKTAILS AND GRENADES). WHEN CARRYING AN OBJECT OR LOBBED WEAPON, PUSH **A** TO THROW. THE HARDER YOU PUSH **A** THE FURTHER YOU WILL THROW THE OBJECT.

## HAND TO HAND COMBAT

**PUNCH:** PUSH **A** WHILE UNARMED TO PUNCH. PUSH **A** REPEATEDLY TO PERFORM A FOUR PUNCH COMBO.

**KICK:** PUSH **X** TO KICK. PUSH **X** REPEATEDLY TO PERFORM A FOUR KICK COMBO. YOU CAN ALSO PERFORM KICK ATTACKS WHILE HOLDING WEAPONS AND GUNS.

**QUICK COMBOS:** WHILE UNARMED PUSH **A** THEN **A** THEN **X** FOR QUICK COMBO A. WHILE UNARMED PUSH **X** THEN **X** THEN **A** FOR QUICK COMBO B.

**BACK ATTACK:** WHILE UNARMED, PUSH **A** OR **X** AND MOVE THE LEFT THUMBSTICK IN THE OPPOSITE DIRECTION TO THE WAY YOUR CHARACTER IS FACING TO PERFORM A BACK ATTACK.

**ATTACK PRONE ENEMY:** YOU CAN ATTACK ENEMIES WHEN THEY ARE KNOCKED DOWN, PRONE ON THE GROUND. POSITION YOURSELF OVER THEM THEN PUSH **A** TO PUNCH DOWN ON THEM OR **X** TO STAMP ON THEM.

**360° ATTACK:** WHILE UNARMED, PUSH **Y** TO PERFORM THE 360° ATTACK. THIS WILL KNOCK BACK ALL ENEMIES AROUND YOU, BUT BARELY DAMAGES THEM.

**GRAB ATTACK:** WHILE UNARMED PUSH **A** AND **X** AND MOVE THE LEFT THUMBSTICK TOWARDS AN OPPONENT TO GRAB THEM. THEN REPEATEDLY PUSH **A** FOR GRAB ATTACK A OR **X** FOR GRAB ATTACK B.

**DASH TACKLE:** WHILE UNARMED AND DASHING (PULL LEFT TRIGGER) PUSH **X** TO PERFORM DASH TACKLE. THIS WILL KNOCK OPPONENTS DOWN AND DISARM THEM.

**QUICK RECOVERY:** WHEN KNOCKED DOWN, PUSH **A** REPEATEDLY TO GET TO YOUR FEET QUICKLY.

**RECOVERY ATTACK:** WHEN KNOCKED DOWN, AND AN OPPONENT IS NEAR, PUSH **X** REPEATEDLY TO PERFORM A RECOVERY ATTACK AND GET TO YOUR FEET QUICKLY WHILE ATTACKING YOUR OPPONENT.

**SHAKE FREE:** WHEN AN OPPONENT HAS GRABBED YOU, PUSH **A** OR **X** REPEATEDLY TO SHAKE FREE.

## HANDHELD WEAPON COMBAT

**SWIPE:** PUSH **A** WHILE HOLDING A HANDHELD WEAPON TO SWIPE. PUSH **A** REPEATEDLY TO PERFORM SWIPE COMBOS. YOU CAN PERFORM KICK/SWIPE COMBOS BY REPEATEDLY PUSHING **X** WHILE HOLDING A HANDHELD WEAPON. YOU CAN ALSO SWIPE DOWN ON KNOCKED DOWN OPPONENTS BY PUSHING **A** WHEN STANDING OVER A PRONE ENEMY.

## TWO HANDED OBJECT COMBAT

YOU CAN PICK UP MANY STREET FURNITURE OBJECTS IN STATE OF EMERGENCY AND USE THESE AS WEAPONS. THEY CAN BE THROWN BY PUSHING **A**; USED TO ATTACK OPPONENTS BY PUSHING **X**; AND ALSO SMASHED DOWN ON KNOCKED DOWN OPPONENTS BY PUSHING **A** WHEN STANDING OVER A PRONE ENEMY.



## GUN COMBAT

**FIRING:** WHILE HOLDING A GUN PUSH **A** TO FIRE A SINGLE SHOT OR BURST IF AN AUTOMATIC WEAPON, AND HOLD **A** TO KEEP FIRING. DIFFERENT GUNS HAVE DIFFERENT RANGES, WHILST SOME SUCH AS THE TAZER ARE ONLY EFFECTIVE AT CLOSE RANGE.

**STAND AND SHOOT:** IF YOU HOLD DOWN FIRE **A** WHILE STANDING STILL THEN YOU WILL STAND AND SHOOT AND CAN NOW PIVOT ON THE SPOT BY ROTATING THE LEFT THUMBSTICK TO SHOOT ALL AROUND YOUR CHARACTER. TO START MOVING AGAIN RELEASE **A** AND MOVE THE LEFT THUMBSTICK.

**RUN AND SHOOT:** IF WHILE RUNNING AND HOLDING A GUN, PUSHING **A** WILL RUN AND SHOOT, AND YOU CAN FIRE A GUN WHILE STILL MOVING. TO STAND AND SHOOT, SIMPLY RELEASE THE LEFT THUMBSTICK TO STAND STILL.

**PRECISION AIMING:** TO AIM MORE PRECISELY PUSH AND HOLD **○** WHEN HOLDING A GUN. THE CAMERA WILL ZOOM IN ON YOUR CHARACTER AND YOU CAN NOW PIVOT SLOWLY AND AIM PRECISELY USING THE LEFT THUMBSTICK. PUSHING **A** DURING PRECISION AIMING WILL FIRE YOUR WEAPON.

**STRAFFING:** YOU CAN STRAFE WHILE HOLDING A GUN BY PULLING AND HOLDING THE RIGHT TRIGGER. THE CAMERA WILL LOCK BEHIND YOU AND YOU CAN NOW MOVE LEFT/RIGHT FORWARD/BACK WITH THE LEFT THUMBSTICK WITHOUT TURNING.

**STRAFE PIVOT:** WHILE YOU ARE STRAFING YOU CAN STILL TURN YOUR CHARACTER BY USING STRAFE PIVOT. WHILE HOLDING THE STRAFE BUTTON (RIGHT TRIGGER): MOVE THE RIGHT THUMBSTICK LEFT TO PIVOT TO THE LEFT OR RIGHT TO PIVOT TO THE RIGHT.

**SHOOTING PRONE OPPONENTS:** YOU CAN SHOOT DOWNWARDS AT KNOCKED DOWN OPPONENTS BY POSITIONING YOUR CHARACTER OVER THE PRONE ENEMY AND PUSHING FIRE **A**.

## TOGGLE MAP

YOU CAN TOGGLE THE IN-GAME MAP ON AND OFF BY PUSHING **○**. YOUR CHARACTER IS SHOWN AS A YELLOW ARROW POINTING IN THE DIRECTION YOU ARE FACING ON THIS MAP, WHILE OPPONENTS ARE SHOWN AS RED DOTS. THE MAP IS NOT AVAILABLE IN MULTIPLAYER MODES.





## CHAOS MODE

CHAOS MODE IS A FAST AND FURIOUS MODE OF PLAY WHERE THERE ARE NO MISSIONS TO COMPLETE, AND THE PRIMARY OBJECTIVE IS TO SCORE POINTS. YOU ARE AWARDED POINTS FOR:

- KILLING CORPORATION FORCES AND GANG MEMBERS.
- DESTROYING PROPERTY: BUILDINGS, CARS AND STREET FURNITURE.
- SUCCESSFULLY COMPLETING OBJECTIVES.

YOU CANNOT SAVE A GAME MIDWAY THROUGH IN CHAOS MODE. IF YOU QUIT THEN THE GAME IS OVER. YOU CAN LOAD AND SAVE YOUR OPTIONS CONFIGURATION AND ANY NEW MODES OF PLAY YOU HAVE UNLOCKED BY CHOOSING LOAD OR SAVE FROM OPTIONS. IF YOU MANAGE TO ACHIEVE A HIGH SCORE IN ANY OF THE CHAOS MODES THEN YOU GET THE CHANCE TO ENTER YOUR NAME AND HAVE IT ADDED TO THE HIGH SCORE TABLES. ACHIEVING TARGET SCORES IN EACH OF THE CHAOS MODES UNLOCKS NEW LEVELS, AND GAME MODES.

### KAOS

IN KAOS MODE, A COUNTDOWN TIMER IS CONSTANTLY RUNNING AND MUST BE TOPPED UP BY COMPLETING STAGES AND COLLECTING TIME PICKUPS. IF THIS TIME RUNS OUT, OR YOUR HEALTH REACHES ZERO THE GAME WILL END. YOUR FINAL SCORE WILL BE CALCULATED, AND YOU WILL HAVE THE OPPORTUNITY TO ENTER YOUR NAME ON THE HIGH SCORE TABLE IF YOUR SCORE IS GOOD ENOUGH.

#### TIME PICKUPS

THESE GOLDEN TOKENS APPEAR THROUGHOUT THE MAP AND ARE SPAWNED FROM KILLED OPPONENTS. YOU CAN PICK THEM UP SIMPLY BY RUNNING INTO THEM AND THE AMOUNT OF TIME AWARDED IS INDICATED WHEN YOU DO SO.

#### HEALTH PICKUPS

THESE GREEN AND WHITE TOKENS APPEAR THROUGHOUT THE MAP AND ARE SPAWNED FROM KILLED OPPONENTS. YOU MUST KEEP YOUR HEALTH TOPPED UP TO CONTINUE PLAYING THE KAOS MODE GAMES.

YOU WILL GET A SCORE BONUS AND WILL ALSO BE REWARDED WITH A 50% HEALTH BOOST FOR SUCCESSFULLY COMPLETING AN OBJECTIVE.

### THREATS

THROUGHOUT KAOS MODE, THREATS APPEAR IN THE MAP. THESE CONSIST OF ONE OR MORE OPPONENTS WHOSE OBJECTIVE IS TO HUNT YOU DOWN AND KILL YOU. THREAT CHARACTERS ARE INDICATED IN GAME BY A RED SKULL AND CROSSBONES SYMBOL ABOVE THEIR HEAD.

### SCORE MULTIPLIERS

AT CERTAIN POINTS IN KAOS MODE, A SCORE MULTIPLIER WILL BE ACTIVE FOR A SHORT WHILE. THIS APPEARS ON THE GAME DISPLAY BELOW YOUR SCORE AND INDICATES THAT THE ITEM NAMED IS WORTH ITS NORMAL SCORE MULTIPLIED BY THE BONUS VALUE INDICATED WHILE IT IS DISPLAYED. FOR EXAMPLE IF CARS X3 APPEARS ON THE DISPLAY, THEN YOU SHOULD SWITCH YOUR ATTENTION TO DESTROYING VEHICLES AS EVERY ONE DESTROYED WILL BE WORTH THEIR NORMAL SCORE MULTIPLIED BY 3.

### CIVILIAN PENALTIES

AT CERTAIN POINTS IN KAOS MODE, THE WARNING CIVILIAN PENALTY APPEARS ON THE GAME DISPLAY. WHEN THIS IS ACTIVE, YOU ARE PENALIZED POINTS FOR EVERY CIVILIAN YOU KILL.

### STAGES

EACH KAOS MODE LEVEL IS DIVIDED INTO STAGES. IN ORDER TO MOVE UP STAGES IN KAOS MODE, YOU MUST ACHIEVE A CERTAIN TARGET SCORE, WHICH IS INDICATED ON THE GAME DISPLAY. WHEN YOU REACH A NEW STAGE A MESSAGE APPEARS BRIEFLY ON THE SCREEN INFORMING YOU OF THIS AND YOU ARE REWARDED WITH A BONUS AMOUNT OF TIME AND HEALTH. BE AWARE THOUGH THAT THE OPPONENTS YOU FACE GET TOUGHER AS YOU ACHIEVE NEW STAGES.

### COMPLETING KAOS MODE LEVELS

EACH KAOS MODE LEVEL HAS A LEVEL TARGET SCORE THAT MUST BE ACHIEVED TO COMPLETE IT. ALTHOUGH THE GAME WILL CONTINUE BEYOND THIS POINT AND MUCH HIGHER SCORES CAN BE ACHIEVED, REACHING THE LEVEL GOAL WILL UNLOCK THE NEXT LEVEL IN CHAOS MODE.



# CHAOS MODE

## FIXED TIME GAMES

FIXED TIMED GAMES PLAY EXACTLY LIKE KAOS MODE GAMES, EXCEPT THERE ARE NO TIME PICKUPS IN THE LEVELS, AND YOU PLAY FOR A FIXED TIME ONLY- EITHER 3 MINUTES OR 5 MINUTES. THERE ARE NO OBJECTIVES IN TIMED GAMES. ACHIEVING LEVEL GOALS IN FIXED TIME GAMES UNLOCKS NEW MODES OF CHAOS PLAY.

## UNLIMITED TIME

THIS MODE IS NOT AVAILABLE FROM THE START AND MUST BE UNLOCKED FOR ALL LEVELS BY COMPLETING EVERY LEVEL IN THE KAOS MODE. UNLIMITED TIME PLAYS EXACTLY LIKE KAOS MODE, EXCEPT THERE IS NO TIMER OR TIME PICKUPS- YOU CAN PLAY FOR AS LONG AS YOUR HEALTH HOLDS OUT. UNLIMITED TIME HAS A HIGHER LEVEL OF DIFFICULTY THAN THE PREVIOUS MODES.

## LAST CLONE STANDING

THE CORPORATION HAS CREATED CLONES OF THEIR GENETICALLY MODIFIED ENFORCERS AND RELEASED THEM INTO THE STREETS OF CAPITOL CITY. THESE CREATURES ARE HALF-MAN, HALF-ROBOT BUT 100% EVIL. THE CITIZENS OF CAPITOL CITY HAVE LOCKED THEMSELVES INDOORS AS PROTECTION AGAINST THE HUNDREDS OF CLONES THAT HAVE TAKEN OVER THE STREETS. LUCKILY THESE HORRIFIC MUTATIONS ARE NOT YET ARMED, SO NOW IS THE TIME FOR ACTION.

THIS MODE IS NOT AVAILABLE FROM THE START AND MUST BE UNLOCKED FOR EACH LEVEL BY ACHIEVING LEVEL GOAL SCORES IN TIMED GAMES FOR THAT LEVEL. IN THIS UNIQUE GAME, YOU MUST TRY AND KILL ALL OF THE CLONES IN THE LEVEL IN THE FASTEST TIME POSSIBLE. THE TIMER ON THE GAME DISPLAY COUNTS UP FROM ZERO, WHILE A SEPARATE COUNTER INDICATES THE NUMBER OF OPPONENTS REMAINING. WHEN YOU HAVE ONLY TEN OPPONENTS REMAINING, A RADAR WILL APPEAR ON THE GAME DISPLAY TO HELP YOU FIND THE LAST FEW. THIS RADAR WILL BECOME 'HOTTER' (I.E. RED AND FLASHING) THE CLOSER YOU ARE TO AN OPPONENT. THE GAME ENDS WHEN YOU KILL THE LAST OPPONENT AND IF YOU HAVE ACHIEVED A FAST TIME, YOU HAVE THE OPPORTUNITY TO ENTER YOUR NAME ON THE LAST CLONE STANDING TABLE.

## TIMED LAST CLONE STANDING

THIS MODE IS NOT AVAILABLE FROM THE START AND IS UNLOCKED FOR EACH LEVEL BY ACHIEVING LEVEL GOAL SCORES IN TIMED GAMES FOR THAT LEVEL. IN THIS VERSION OF LAST CLONE STANDING YOU MUST KILL 200 OTHER CHARACTERS WITHIN 3 MINUTES. THE GAME ENDS WHEN TIME RUNS OUT, OR IF YOU MANAGE TO KILL EVERYONE IN WHICH CASE ANY REMAINING TIME WILL BE ADDED TO YOUR SCORE. IF YOU HAVE ACHIEVED A GOOD SCORE YOU HAVE THE OPPORTUNITY TO ENTER YOUR NAME ON THE TIMED LAST CLONE TABLE.

## STRATEGIES FOR CHAOS MODE

- KEEP MOVING!
- LEARN WHEN TO FIGHT, AND WHEN TO RUN!
- YOU SCORE MORE POINTS AND ARE REWARDED WITH MORE HEALTH AND TIME PICKUPS FOR KILLING OPPONENTS WHEN UNARMED THAN WHEN USING A GUN.
- TRY USING HAND TO HAND COMBAT EARLY ON, WHEN THERE ARE LESS WELL-ARMED OPPONENTS TO FIGHT AGAINST.
- MASTERING STRAFE WILL GREATLY IMPROVE YOUR GUN SKILLS.
- YOU ARE ALSO AWARDED SCORE BONUSES FOR PERFORMING QUICK COMBOS AND GRAB ATTACKS.
- KEEP YOUR EYE OUT FOR SCORE MULTIPLIERS. IF YOU CAN TAKE ADVANTAGE OF THEM, YOU CAN GREATLY BOOST YOUR SCORE.
- COMPLETING OBJECTIVES AWARDS YOU WITH BIG SCORES, AND 50% HEALTH.
- LEARN WHERE DIFFERENT TYPES OF WEAPON, HEALTH AND TIME PICKUPS FREQUENTLY APPEAR, AND THE QUICKEST ROUTES BETWEEN THEM.
- LEARN HOW TO QUICKLY AIM AND SHOOT THE GRENADE LAUNCHER AND THE ROCKET LAUNCHER TO MAXIMISE FAST SCORING. WATCH OUT FOR CIVILIAN PENALTIES THOUGH.



# REVOLUTION

REVOLUTION MODE FEATURES UNIQUE MISSIONS SPREAD OVER FOUR LEVELS. AS YOU COMPLETE MISSIONS, YOU WILL UNLOCK NEW ONES, WHILE COMPLETING ALL THE MISSIONS IN A LEVEL WILL UNLOCK NEW LEVELS AND PLAYABLE CHARACTERS.



## STARTING OR CONTINUING A REVOLUTION GAME

SELECT A NAME FROM THE LIST OF SAVED GAMES OR CHOOSE AN EMPTY SLOT AND ENTER A NEW NAME TO BEGIN AN ALL-NEW GAME. STATE OF EMERGENCY SUPPORTS FIVE UNIQUE REVOLUTION GAME SLOTS. TO ENTER A NAME, CHOOSE LETTERS BY PUSHING LEFT OR RIGHT ON THE DIRECTIONAL PAD. USE **A** TO ENTER A LETTER AND **B** TO DELETE A LETTER. YOU CAN ERASE SAVED GAME SLOTS BY HIGHLIGHTING THEM THEN PUSHING **Y** BUTTON.



## CHOOSING A CHARACTER AND LEVEL

AT THE START OF THE GAME ONLY MCNEIL AND LIBRA ARE AVAILABLE TO PLAY. THREE FURTHER CHARACTERS CAN BE UNLOCKED BY SUCCESSFULLY COMPLETING LEVELS IN THE REVOLUTION GAME. YOU CAN ALSO CHOOSE WHICH LEVEL TO PLAY, ALTHOUGH AT THE START OF THE REVOLUTION GAME ONLY THE CAPITOL CITY MALL IS AVAILABLE. PUSH **A** TO SELECT A CHARACTER AND LEVEL AND **B** TO DESELECT AND GO BACK.

## REVOLUTION GAME RULES

### MISSIONS

TASKS IN STATE OF EMERGENCY ARE PRESENTED AS A SERIES OF MISSIONS GROUPED TOGETHER INTO STORYLINES AND CLIMAXING IN AN IMPORTANT FREEDOM OBJECTIVE. SETS OF STORYLINES MUST BE COMPLETED TO UNLOCK OTHERS AND EVENTUALLY TO REACH THE ULTIMATE GOAL OF THE LEVEL.

### MISSION GIVERS

AT THE START OF A MISSION GAME YOU WILL SEE A FREEDOM AGENT DIRECTLY IN FRONT OF YOU, AND THE MISSION ARROW WILL POINT TOWARDS HIM. RUN UP TO THIS MISSION GIVER AND PUSH **A** TO SPEAK TO HIM. HE WILL BRIEF YOU ON THE OBJECTIVES OF THE MISSION. USE THE DIRECTIONAL PAD TO SCROLL THE TEXT UP AND DOWN AND PUSH **A** TO ACCEPT THE MISSION OR **X** TO REJECT IT. ONCE YOU HAVE ACCEPTED A MISSION, IT BEGINS IMMEDIATELY AND THE MISSION ARROW WILL POINT TOWARDS YOUR IMMEDIATE GOAL. IF YOU REJECT A MISSION, YOU ARE FREE TO FIND ANOTHER MISSION GIVER AND ATTEMPT HIS MISSIONS. EACH MISSION GIVER IS COLOR CODED, TO HELP YOU DISTINGUISH BETWEEN DIFFERENT STORYLINES.

IF YOU FAIL A MISSION THEN YOU CAN CHOOSE TO RETURN TO THE MISSION GIVER AND REPLAY IT, OR FIND ANOTHER MISSION GIVER AND PLAY AN ALTERNATIVE STORYLINE. THE MISSION ARROW WILL POINT TO THE NEAREST MISSION GIVER WHENEVER YOU ARE NOT PLAYING A MISSION. IF YOU SUCCEED IN A MISSION, YOU CAN RETURN TO THE MISSION GIVER TO BE BRIEFED ON THE NEXT MISSION. IF YOU HAVE COMPLETED ALL OF HIS OBJECTIVES YOU SHOULD FIND A NEW MISSION GIVER.

### SAVING/LOADING

STATE OF EMERGENCY UTILIZES BOTH AUTOSAVE AND MANUAL SAVE FEATURES THAT USE THE XBOX HARD DISK. AFTER COMPLETING ANY MISSION IN REVOLUTION MODE, SAVE YOUR PROGRESS MANUALLY BY ACCESSING THE IN-GAME OPTIONS MENU (**BACK**) AND SELECTING SAVE. IF YOU DECIDE TO QUIT OUT, OR YOU DIE WHILE PLAYING A REVOLUTION MODE GAME, YOUR GAME PROGRESS WILL BE AUTOMATICALLY SAVED.



NOTE THAT ONCE YOU HAVE COMPLETED A PARTICULAR MISSION YOU WILL NOT BE ABLE TO REPLAY IT ON THAT SAVE GAME.

### HEALTH

KILLING CORPORATION OFFICERS AND GANG MEMBERS REWARDS YOU WITH GREEN AND WHITE HEALTH PICKUPS. IN ADDITION, HEALTH IS AWARDED FOR SUCCESSFUL COMPLETION OF A MISSION. OCCASIONALLY HEALTH IS ALSO SPAWNED WITHIN A MISSION. IF YOUR HEALTH FALLS TO ZERO, YOU WILL DIE AND BE RETURNED TO THE ENTRANCE TO THE LEVEL WITH YOUR MISSION PROGRESS REVERTING TO THE LAST SAVED POINT.

### MISSION ARROW

THE MISSION ARROW ALWAYS POINTS TOWARDS YOUR NEXT GOAL IN THE MISSION YOU ARE PLAYING. IT AUTOMATICALLY UPDATES AS THE MISSION SITUATION CHANGES AND FOLLOWS MOVING TARGETS. BE CAREFUL, HOWEVER, AS THE ARROW POINTS TO OBJECTIVES 'AS THE CROW FLIES' WHICH IS NOT NECESSARILY THE SHORTEST, MOST DIRECT ROUTE. YOU WILL NEED TO FAMILIARIZE YOURSELF WITH THE LAYOUT OF EACH LEVEL TO ACHIEVE CERTAIN, TIME-CRITICAL MISSIONS. THE MISSION ARROW IS COLOR CODED TO MATCH THE COLOR OF THE STORYLINE YOU ARE PLAYING AND THE MISSION GIVER WHO GAVE YOU THE OBJECTIVES, AND WILL USUALLY RETURN YOU TO THAT AGENT, UNLESS YOU HAVE COMPLETED THAT STORYLINE.

### TYPES OF MISSION

THERE ARE SEVERAL VARIED TYPES OF MISSION IN THE GAME, INCLUDING:

- IN KILL MISSIONS YOU MUST HUNT AND KILL ONE OR MORE TARGETS. SOME KILL MISSIONS MUST BE ACHIEVED QUICKLY BEFORE THE TARGETS FLEE TO SAFETY.
- IN STEAL MISSIONS YOU MUST FIND AND STEAL AN IMPORTANT ITEM FROM THE CORPORATION AND RETURN IT TO FRIENDLY AGENTS, OR YOUR SAFE-HOUSE BASE.
- ESCORT MISSIONS INVOLVE YOU ESCORTING AND PROTECTING A FRIENDLY AGENT AS THEY COMPLETE OBJECTIVES.

- PROTECT MISSIONS INVOLVE PROTECTING ONE OR MORE FRIENDLY CHARACTERS OR DEFENDING A BUILDING FROM INVASION. YOU WILL FAIL THESE MISSIONS IF THE CHARACTER(S) ARE KILLED OR CORPORATION AGENTS ENTER THE BUILDING.
- IN RESCUE MISSIONS YOU MUST RESCUE A FRIENDLY AGENT OR CIVILIAN FROM THE CORPORATION, AND USUALLY ESCORT THEM TO SAFETY.
- DESTROY MISSIONS INVOLVE ATTACKING AND DESTROYING A BUILDING, OFTEN A KEY CORPORATION BUILDING.

### THREAT IDENTIFIERS

ANY OPPONENT THAT HAS SEEN YOU AND DECIDED TO ATTACK YOU IS INDICATED IN THE GAME BY A RED TRIANGLE APPEARING ABOVE THEIR HEAD. DURING THE GAME, YOU CAN AVOID PATROLLING CORPORATION OFFICERS BY STAYING OUT OF THEIR LINE OF VISION, BUT IF THEY SEE YOU THEN A THREAT IDENTIFIER WILL APPEAR ABOVE THEM.

### MISSION PICKUPS

SOME MISSIONS REQUIRE YOU TO STEAL IMPORTANT ITEMS SUCH AS DOCUMENTS OR MEDICINE FROM THE CORPORATION AND RETURN WITH THEM TO FRIENDLY AGENTS. THESE ITEMS ARE USUALLY CARRIED BY CORPORATION AGENTS AND ARE DROPPED WHEN THE AGENT IS KILLED. THEY CAN THEN BE PICKED UP, SIMPLY BY RUNNING OVER THEM, WHEREUPON AN ICON WILL APPEAR ON THE GAME DISPLAY. WHEN YOU RETURN TO THE RESISTANCE AGENT, THE ITEM WILL AUTOMATICALLY BE HANDED OVER, AND THE ICON WILL DISAPPEAR FROM THE DISPLAY.

### MISSION OBJECTS

IN SOME MISSIONS YOU MUST OBTAIN LARGER OBJECTS SUCH AS CRATES OF WEAPONS. A TARGET INDICATES THESE OBJECTS, AND YOU CAN PICK THEM UP BY PUSHING **B** AND DROP THEM BY PUSHING **B** AGAIN. WHEN YOU RETURN A MISSION OBJECT TO THE AGENT WHO NEEDS IT, IT IS AUTOMATICALLY REMOVED FROM YOUR HANDS. BE CAREFUL AS MISSION OBJECTS CAN BE DESTROYED BY ENEMIES- IN WHICH CASE YOU WILL USUALLY FAIL THE MISSION. SOME MISSION OBJECTS MUST BE STOLEN FROM STORES BY SMASHING A WINDOW.



WHEREUPON THE OBJECT FLIES OUT OF IT AND CAN THEN BE PICKED UP.

### POWERUPS

AT CERTAIN POINTS IN THE GAME, TEMPORARY POWERUPS WILL APPEAR AS SPINNING ICONS. THESE POWERUPS CAN BE PICKED UP AND ACTIVATED BY RUNNING OVER THEM. FOR MORE DETAILS ON THEIR EFFECTS SEE THE POWERUPS SECTION TOWARDS THE END OF THIS MANUAL.

### STRATEGIES FOR REVOLUTION GAME

- PATROLLING CORPORATION OFFICERS ARE ON THE LOOKOUT FOR TROUBLEMAKERS. THEY WILL PURSUE AND ATTACK ANYONE CARRYING A WEAPON. SO IF YOU WISH TO AVOID CONFRONTATION, TRY DROPPING YOUR WEAPON BEFORE YOU GO PAST THEM.
- WHEN SURROUNDED BY OPPONENTS AND UNARMED, USE THE 360° ATTACK MOVE TO KNOCK EVERYONE DOWN AND GET AWAY.
- CATCH FLEEING TARGETS WITH THE DASH TACKLE. THIS MOVE IS ALSO A GREAT WAY TO DISARM OPPONENTS QUICKLY.
- WHEN ESCORTING OR PROTECTING ALLIES, FOCUS ON ATTACKING AND DISARMING ANY ARMED AGGRESSORS. YOU WILL DISTRACT OPPONENTS FROM ATTACKING YOUR ALLIES BY ATTACKING THEM YOURSELF.
- WHEN ESCORTING ALLIES, SPRINT AHEAD TO CLEAR A PATH FOR THEM. BE CAREFUL, HOWEVER, IF YOU GET TOO FAR AHEAD, THEN THEY MAY BE ATTACKED WITHOUT YOU NOTICING.
- CORPORATION OFFICERS WILL ALWAYS TRY TO PROTECT FELLOW OFFICERS. YOU CAN DISTRACT THEM FROM THEIR DUTIES BY ATTACKING ONE OF THEIR BUDDIES.
- BE PRECISE WHEN AIMING HEAVY WEAPONRY. MAKE SURE YOU HAVE A CLEAR SHOT BEFORE FIRING THE ROCKET LAUNCHER AS IT EXPLODES ON CONTACT.
- IF YOU GET STUCK, TRY PLAYING THE MISSION IN A DIFFERENT WAY. PERHAPS THERE ARE LESS OPPONENTS ON ANOTHER ROUTE?

- IN RESCUE MISSIONS YOU MUST RESCUE A FRIENDLY AGENT OR CIVILIAN FROM THE CORPORATION, AND USUALLY ESCORT THEM TO SAFETY.
- DESTROY MISSIONS INVOLVE ATTACKING AND DESTROYING A BUILDING, OFTEN A KEY CORPORATION BUILDING.

### TARGET IDENTIFIERS

DURING REVOLUTION GAME PLAY, CRITICAL CHARACTERS AND OBJECTS ARE MARKED WITH COLOR-CODED TARGETS:

- RED INDICATES A TARGET, BUILDING OR OBJECT YOU MUST KILL OR DESTROY TO ACHIEVE AN OBJECTIVE.
- BLUE INDICATES A FRIENDLY TARGET, BUILDING OR OBJECT. YOU MUST USUALLY PROTECT OR DEFEND THESE AS PART OF THE OBJECTIVE OF THE MISSION.
- YELLOW INDICATES A NEUTRAL CHARACTER OR OBJECT.





# CHAOS MODE

## GAME PROGRESSION

CHARACTER/LEVEL PROGRESSION: CHAOS MODE

## CHARACTER PROGRESSIONS

CHARACTER NAME	WHEN IS THE CHARACTER AVAILABLE?
MCNEIL	AVAILABLE FROM THE START
LIBRA	AVAILABLE FROM THE START
SPANKY	AVAILABLE AFTER COMPLETING THE MALL IN REVOLUTION MODE
FREAK	AVAILABLE AFTER COMPLETING CHINATOWN IN REVOLUTION MODE
BULL	AVAILABLE AFTER COMPLETING EAST SIDE IN REVOLUTION MODE

## LEVEL PROGRESSIONS

LEVEL ORDER	WHEN IS THE LEVEL AVAILABLE?	SCORE TO REACH
THE MALL	AVAILABLE FROM THE START	250000
CHINATOWN	AVAILABLE AFTER COMPLETING THE MALL IN KAOS MODE	500000
EAST SIDE	AVAILABLE AFTER COMPLETING CHINATOWN IN KAOS MODE	1000000
CORPORATION CENTRAL	AVAILABLE AFTER COMPLETING EAST SIDE IN KAOS MODE	1500000

## LAST CLONE STANDING UNLOCKING

LEVEL ORDER		SCORE TO REACH
CAPITOL CITY MALL	3 MINUTE TIMED GAME	100000
	5 MINUTE TIMED GAME	150000
CHINATOWN	3 MINUTE TIMED GAME	150000
	5 MINUTE TIMED GAME	200000
EAST SIDE	3 MINUTE TIMED GAME	150000
	5 MINUTE TIMED GAME	250000
CAPITOL CITY MALL	3 MINUTE TIMED GAME	200000
	5 MINUTE TIMED GAME	300000

## BONUS GAME PROGRESSIONS

GAME NAME	AVAILABILITY
LAST CLONE STANDING	AVAILABLE TO EACH LEVEL WHEN BOTH TIMED GAMES FOR THAT LEVEL HAVE BEEN COMPLETED
UNLIMITED TIME	AVAILABLE WHEN KAOS HAS BEEN COMPLETED IN ALL LEVELS.

# REVOLUTION

CHARACTER/LEVEL PROGRESSION: REVOLUTION MODE

## CHARACTER PROGRESSIONS

CHARACTER NAME	WHEN IS THE CHARACTER AVAILABLE?
MCNEIL	AVAILABLE FROM THE START
LIBRA	AVAILABLE FROM THE START
SPANKY	AVAILABLE AFTER COMPLETING THE MALL IN REVOLUTION MODE
FREAK	AVAILABLE AFTER COMPLETING CHINATOWN IN REVOLUTION MODE
BULL	AVAILABLE AFTER COMPLETING EAST SIDE IN REVOLUTION MODE

## LEVEL PROGRESSIONS

LEVEL ORDER	WHEN IS THE LEVEL AVAILABLE?
THE MALL	AVAILABLE FROM THE START
CHINATOWN	AVAILABLE AFTER COMPLETING THE MALL IN REVOLUTION MODE
EAST SIDE	AVAILABLE AFTER COMPLETING CHINATOWN IN REVOLUTION MODE
CORPORATION CENTRAL	AVAILABLE AFTER COMPLETING EAST SIDE IN REVOLUTION MODE

STATE OF EMERGENCY



## MULTIPLAYER MODES

MULTIPLAYER MODES ARE ONLY AVAILABLE WHEN YOU HAVE MORE THAN ONE GAME CONTROLLER PLUGGED INTO YOUR XBOX. STATE OF EMERGENCY FEATURES FOUR EXCITING MULTIPLAYER MODES: CHAOS, LAST CLONE STANDING, DEATHMATCH AND SURVIVOR. YOU CAN SELECT WHICH OF THESE MODES TO PLAY FROM THE MULTIPLAYER MENU, USING THE DIRECTIONAL PAD TO HIGHLIGHT CHOICES, **A** TO SELECT AND **B** TO DESELECT AND GO BACK.

### MULTIPLAYER CHAOS

FIRSTLY, CHOOSE WHETHER TO PLAY COMPETITIVELY AGAINST YOUR OPPONENTS WITH EVERY MAN FOR THEMSELVES BY SELECTING MULTIPLAYER, OR PLAY TOGETHER IN TEAMS BY CHOOSING CO-OPERATIVE. IN CO-OPERATIVE CHAOS, EACH PLAYER CAN PLAY IN ONE OF TWO TEAMS. PUSH LEFT OR RIGHT ON THE DIRECTIONAL PAD TO CHOOSE WHICH TEAM YOU WISH TO PLAY FOR.

NEXT CHOOSE A TIME LIMIT FOR THE CHAOS GAME, THEN CHARACTERS FOR EACH OF THE PLAYERS, AND FINALLY A LEVEL TO PLAY IN.

MULTIPLAYER CHAOS PLAYS EXACTLY LIKE SINGLE PLAYER FIXED TIME CHAOS GAMES- SCORE AS MANY POINTS AS YOU CAN WITHIN THE TIME LIMIT. IN CO-OPERATIVE CHAOS, EVERY POINT SCORED IS ADDED TO YOUR TEAM'S TOTAL, AND THERE IS NO FRIENDLY FIRE SO YOU CANNOT SHOOT YOUR TEAMMATES. IF YOU ARE KILLED IN A MULTIPLAYER CHAOS GAME, YOU MUST WAIT 10 SECONDS BEFORE YOUR CHARACTER WILL RESPAWN. YOU CAN QUIT A MULTIPLAYER CHAOS GAME AT ANY POINT BY PUSHING **BACK** AND CHOOSING QUIT.



AT THE END OF THE GAME, THE FINAL SCORES WILL BE DISPLAYED AND YOU HAVE THE OPTION OF REPLAYING THAT GAME OR RETURNING TO THE MAIN MENU.

### MULTIPLAYER LAST CLONE STANDING

YOU CAN ALSO CHOOSE WHETHER TO PLAY CO-OPERATIVELY IN TEAMS IN THIS MODE, OR TO PLAY AS INDIVIDUALS. IF YOU CHOOSE CO-OPERATIVE PLAY, THEN EACH PLAYER MUST PUSH LEFT OR RIGHT ON THE DIRECTIONAL PAD TO CHOOSE WHICH TEAM THEY WISH TO PLAY IN. THEN CHOOSE A TIME LIMIT, CHARACTERS FOR EACH OF THE PLAYERS AND A LEVEL TO PLAY IN.

MULTIPLAYER LAST CLONE STANDING PLAYS EXACTLY LIKE SINGLE PLAYER TIMED LAST CLONE STANDING GAMES. YOU MUST KILL AS MANY OF THE 200 CLONES IN THE LEVEL AS YOU CAN, WITHIN THE TIME LIMIT. IF PLAYING IN TEAMS,




THEN YOUR TEAM'S NUMBER OF KILLS WILL BE DISPLAYED ABOVE THE TOTAL NUMBER OF CLONES REMAINING. THE WINNER WILL BE THE TEAM WITH THE MOST KILLS WHEN THE TIME RUNS OUT.

### DEATHMATCH

IN DEATHMATCH MODE EVERY PLAYER PLAYS COMPETITIVELY AGAINST THE OTHERS. FIRSTLY, EVERY PLAYER WISHING TO JOIN THE GAME SHOULD PUSH **A** TO JOIN. NEXT, CHOOSE THE NUMBER OF FRAGS (KILLS) YOU WISH TO PLAY FOR. NEXT, CHOOSE WHICH CHARACTER EACH PLAYER WISHES TO BE BY PUSHING **A**. FINALLY, PUSH **START** ONCE EVERY PLAYER HAS JOINED. THE FIRST PLAYER TO REACH THIS NUMBER OF FRAGS IN DEATHMATCH MODE WILL WIN THE GAME. IF YOU ARE KILLED DURING A DEATHMATCH GAME, YOU WILL AUTOMATICALLY RESPAWN IN A NEW LOCATION.





YOU CAN RECRUIT CIVILIANS TO FIGHT ON YOUR SIDE IN DEATHMATCH MODE. RUN UP TO A CIVILIAN AND PUSH  AND THEY WILL IMMEDIATELY TURN INTO ONE OF YOUR HELPERS. DIFFERENT GANGS AND SOLDIER TYPES REPRESENT DIFFERENT PLAYER FORCES. ONCE RECRUITED, PLAYER HELPERS WILL FOLLOW YOU AROUND, ATTEMPT TO PROTECT YOU AND FIGHT OTHER PLAYER FORCES TO THE DEATH.

WHEN AN OPPOSING FORCE HELPER IS KILLED, THEY WILL RELEASE A HELPER POWERUP. IF YOU COLLECT THIS POWERUP BY RUNNING OVER IT, A NEW HELPER WILL INSTANTLY BE ADDED TO YOUR FORCES. HELPER POWERUPS ONLY STAY FOR A SHORT WHILE, AND IF NOT COLLECTED THEY WILL REAPPEAR AS A NEW CIVILIAN.

YOU CAN ALSO ARM AND UPGRADE YOUR HELPERS' WEAPONRY BY RUNNING OVER EQUIP HELPER POWERUPS. WHEN YOU COLLECT AN EQUIP HELPER POWERUP, EVERY HELPER IN YOUR FORCE WILL HAVE THEIR WEAPONRY IMPROVED, FROM MELEE WEAPONS RIGHT UP TO HEAVY WEAPONRY.

THE GAME IS WON AND LOST PURELY ON TOTAL PLAYER FRAGS: YOU DO NOT SCORE FOR KILLING OPPOSING FORCES, BUT RECRUITMENT OF HELPERS CAN GREATLY INCREASE YOUR DEFENSES.

AT THE END OF THE GAME, THE FINAL SCORES WILL BE DISPLAYED AND YOU HAVE THE OPTION OF REPLAYING THAT GAME OR RETURNING TO THE MAIN MENU.

## SURVIVOR



YOU CAN ALSO CHOOSE WHETHER TO PLAY CO-OPERATIVELY IN TEAMS IN THIS MODE, OR TO PLAY AS INDIVIDUALS. IF YOU CHOOSE CO-OPERATIVE PLAY, THEN EACH PLAYER MUST PUSH LEFT OR RIGHT ON THE DIRECTIONAL PAD TO CHOOSE WHICH TEAM THEY WISH TO PLAY IN. THEN CHOOSE A CHARACTER FOR EACH OF THE PLAYERS AND A LEVEL TO PLAY IN.





THE OBJECTIVE OF SURVIVOR IS TO STAY ALIVE AS LONG AS POSSIBLE. YOU MUST FIGHT FOR YOUR SURVIVAL AGAINST ARMED CLONES. STARTING THE LEVEL WITH NO WEAPON, YOUR BEST CHANCE IS TO STEAL A WEAPON FROM THE CLONES. WATCH OUT FOR ENEMIES SENT TO CHASE YOU DOWN. THE WINNER WILL BE THE INDIVIDUAL OR TEAM WHOSE PLAYER LASTS LONGEST.

AT THE END OF THE GAME, THE LONGEST SURVIVAL TIME WILL BE DISPLAYED AND YOU HAVE THE OPTION OF REPLAYING THAT GAME OR RETURNING TO THE MAIN MENU.

## HIGH SCORES

BY SELECTING THIS OPTION FROM THE MAIN MENU, YOU CAN VIEW ALL OF THE HIGH SCORE TABLES FOR CHAOS MODE. FIRSTLY SELECT WHICH MAP YOU WISH TO VIEW THE HIGH SCORES FOR BY PUSHING  THEN CHOOSE THE CHAOS MODE YOU WISH TO VIEW. YOU CAN GO BACK AT ANY TIME BY PUSHING .


## OPTIONS

THE OPTIONS MENU IS ACCESSIBLE BOTH FROM THE MAIN MENU BY SELECTING IT AND PUSHING  AND IN-GAME BY PUSHING  BUTTON. IT ALLOWS YOU TO CHANGE THE FOLLOWING SETTINGS OF THE GAME AND VIEW THE CREDITS.

## CONTROLLER

CONTROLLER LAYOUT CAN ONLY BE SELECTED BEFORE ENTERING GAMEPLAY.

### SELECT LAYOUT

CHOOSE FROM ONE OF 3 DIFFERENT BUTTON CONFIGURATION LAYOUTS: A, B, AND C THEN PUSH  WHEN YOU HAVE DECIDED. A DIAGRAM WILL SHOW YOU THE BUTTONS FOR EACH LAYOUT.

### VIBRATION

TURN VIBRATION ON OR OFF BY PRESSING LEFT OR RIGHT ON THE DIRECTIONAL PAD TO HIGHLIGHT YOUR CHOICE.

### FLIP LOOK

SWAP THE DIRECTION THE CAMERA PAN CONTROL (RIGHT THUMBSTICK) PANS AROUND YOUR CHARACTER BY SETTING THIS TO ON.



## AUDIO

### FX VOLUME

CHANGE THE VOLUME LEVEL OF SOUND EFFECTS IN THE GAME BY HIGHLIGHTING THIS OPTION THEN MOVING THE SLIDER UP OR DOWN BY PRESSING LEFT OR RIGHT ON THE DIRECTIONAL PAD.

### MUSIC VOLUME

CHANGE THE VOLUME LEVEL OF MUSIC IN THE GAME BY HIGHLIGHTING THIS OPTION THEN MOVING THE SLIDER UP OR DOWN BY PRESSING LEFT OR RIGHT ON THE DIRECTIONAL PAD.

### SELECT PLAYLIST

CHOOSE DIFFERENT SOUNDTRACK PLAYLISTS HERE.

## GORE

CHOOSE HOW GRAPHICALLY VIOLENT YOU WISH THE GAME TO BE, BY TURNING GORE ON OR OFF.

## CREDITS

VIEW THE PRODUCTION CREDITS FOR STATE OF EMERGENCY.



## PLAYER CHARACTERS

THERE ARE FIVE PLAYABLE CHARACTERS IN STATE OF EMERGENCY. ALTHOUGH ONLY MCNEIL AND LIBRA ARE UNLOCKED AT THE START OF THE GAME. YOU CAN UNLOCK THE OTHER THREE CHARACTERS BY COMPLETING LEVELS IN THE REVOLUTION GAME. EACH CHARACTER HAS SUBTLY DIFFERENT PLAY STYLES AND VARIED, EXCITING COMBO AND GRAB MOVES.



### ROY MCNEIL A.K.A. "MACK"

A DISGRUNTLED EX-COP WHO REFUSED TO CARRY OUT THE CORPORATION'S BRUTAL ENFORCEMENT METHODS.



### ANNA PRICE A.K.A. "LIBRA"

A LAWYER WHO HATES THE CORPORATION FOR THEIR EFFORTS TO GET HER TO SELL OUT HER FREEDOM CLIENTS.



### HECTOR SOLDADO A.K.A. "SPANKY"

A CHARISMATIC EX-GANG MEMBER WHO HAS GROWN TIRED OF THE CORPORATION'S TREATMENT OF INNOCENTS.



### RICKY TRANG A.K.A. "FREAK"

ORPHANED IN HIGH SCHOOL WHEN HIS PARENTS WERE ARRESTED AS POLITICAL DISSIDENTS BY CORPORATION SECURITY.



### EDUY RAYMONDS A.K.A. "BULL"

EX-SPORTS STAR WHO REFUSED TO PARTICIPATE IN CORPORATION-SPONSORED MATCH FIXING AND WAS JAILED AS A CONSEQUENCE.



# CAPITOL CITY FACTIONS

FREEDOM MOVEMENT



THE CORPORATION

THE GANGS



THE MALL RATS



3RD STREET KILLAZ

JANE HILL GANG



SKINHEADS



MUERTE 13



THE CIVILIANS

# CAPITOL CITY LOCATIONS

CAPITOL CITY MALL



CHINATOWN

STATE OF EMERGENCY



# CAPITOL CITY LOCATIONS

## EAST SIDE



CORPORATION CENTRAL

# STATE OF EMERGENCY

# WEAPONS



## HANDHELD WEAPONS

HANDHELD WEAPONS VARY IN EFFECTIVENESS, FROM CLUB TYPE WEAPONS SUCH AS BATONS AND BASEBALL BATS TO MORE LETHAL BLADED WEAPONS SUCH AS MEAT CLEAVERS AND SWORDS.



## PISTOL

LOW ON POWER, THIS SEMI-AUTOMATIC PISTOL IS USEFUL AGAINST INDIVIDUALS, BUT LESS EFFECTIVE WHEN FACED WITH A GROUP OF ARMED CORPORATION OFFICERS.



## UZI

A SMALL, LIGHT SUBMACHINE GUN, WITH RAPID FIRING, THE UZI PACKS A PUNCH AT CLOSE RANGE, BUT ONLY DELIVERS LIMITED DAMAGE.



## AK47 KALASHNIKOV

THIS RUSSIAN BUILT ASSAULT RIFLE HAS A SHORTER RANGE THAN THE M16, BUT CAN BE VERY POWERFUL AGAINST GROUPS OF OPPONENTS.



## SHOTGUN

WITH A LARGE CONE OF FIRE, BUT A SHORT RANGE, THE SHOTGUN IS BEST USED AGAINST GROUPS OF CHARGING OPPONENTS.



## M16 ASSAULT RIFLE

THE ASSAULT RIFLE OF CHOICE, THE M16 CAN BE USED TO PICK OFF ENEMIES AT A DISTANCE OR AS A POWERFUL MACHINE GUN FOR STRAFING MANEUVERS.

## MINI-GUN

NORMALLY SEEN MOUNTED ON THE FRONT OF HELICOPTER GUNSHIPS, THE IMPRESSIVE RANGE AND AWESOME FIREPOWER OF THIS MODIFIED MINI-GUN WILL LITERALLY CARVE THROUGH GROUPS OF ADVERSARIES.



## GRENADE LAUNCHER

WHILST REQUIRING PRACTICE TO MASTER THE LOBBING ACTION, THE GRENADE LAUNCHER CAN QUICKLY LAY DOWN VOLLEYS OF GRENADES, BRINGING EXPLOSIVE DESTRUCTION TO EVERYTHING IN ITS PATH.

# STATE OF EMERGENCY



# WEAPONS



## ROCKET LAUNCHER

THE ULTIMATE EXPLOSIVE WEAPON, THE AWE-INSPIRING DESTRUCTIVE POWER OF THIS ANTI-TANK MISSILE LAUNCHER WILL REDUCE BUILDINGS TO RUBBLE AND CARS TO BURNING HUNKS. BE CAREFUL WITH AIMING, HOWEVER, AS THE ROCKETS ARE DESIGNED TO EXPLODE ON CONTACT.



## TEAR GAS LAUNCHER

SIMILAR IN TECHNIQUE TO FIRING THE GRENADE LAUNCHER, THIS GUN LOBS TEAR GAS GRENADES, WHICH WILL SOON FILL THE STREETS WITH DEBILITATING SMOKE. BE AWARE, THOUGH, THAT TEAR GAS WILL ALSO AFFECT YOUR CHARACTER AND ANY FRIENDLY AGENTS IN THE AREA.



## FLAME-THROWER

THE ULTIMATE CLOSE COMBAT WEAPON, THE FLAME-THROWER EMITS A HUGE SPOUT OF LIQUID FIRE, COVERING ANYONE OR ANYTHING THAT GETS CAUGHT IN ITS DEADLY DISCHARGE.



## GRENADES

CAREFUL AIMING AND GOOD TIMING ARE REQUIRED TO MAXIMIZE THE EFFECTIVENESS OF THESE SINGLE USE GRENADES.



## MOLOTOV COCKTAILS

WHILST LESS POWERFUL THAN GRENADES, MOLOTOV COCKTAILS REQUIRE LESS ACCURACY AND CAN BE USED TO COVER A GROUP OF OPPONENTS IN BLAZING PETROL.



## TAZER

LIKE A CATTLE PROD WITH EXTRA OOMPH, THE HIGH VOLTAGE TOUCH OF THE TAZER WILL LEAVE ADVERSARIES ON THE GROUND, WRITHING IN AGONY.



## PEPPER SPRAY

ORIGINALLY DEVELOPED FOR SELF-DEFENSE PURPOSES, THE TOXICITY OF THE NOXIOUS GAS IN THIS AEROSOL HAS BEEN INCREASED TO LETHAL PROPORTIONS.



## STREET FURNITURE

AS WELL AS THE VARIED ARSENAL OF WEAPONRY AT YOUR DISPOSAL, MANY ITEMS OF STREET FURNITURE IN STATE OF EMERGENCY CAN ALSO BE USED WITH DEADLY FORCE. TRASHCANS, DEBRIS, SIGNS, PARK BENCHES, EVEN TRAFFIC CONES- IF IT ISN'T NAILED DOWN, IT CAN PROBABLY BE THROWN OR USED TO BLUDGEON.

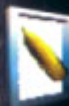
# POWERUPS

STATE OF EMERGENCY FEATURES VARIOUS POWERUPS IN DIFFERENT GAME MODES. THESE APPEAR FOR A SHORT WHILE IN GAME AS SPINNING ICONS. WHEN COLLECTED THEY WILL BOOST THE PLAYER'S ABILITIES AS DETAILED BELOW.



## BODY ARMOR

WHEN THIS POWERUP IS COLLECTED AN ICON WILL APPEAR ON THE GAME DISPLAY WHILE IT IS ACTIVE. BODY ARMOR TEMPORARILY REDUCES THE AMOUNT OF DAMAGE YOUR CHARACTER TAKES.



## INFINITE AMMO

WHEN THIS POWERUP IS COLLECTED AN ICON WILL APPEAR ON THE GAME DISPLAY WHILE IT IS ACTIVE. INFINITE AMMO TEMPORARILY GIVES YOUR CHARACTER UNLIMITED AMMUNITION.



## PUNCH DECAPITATE

WHEN THIS POWERUP IS COLLECTED AN ICON WILL APPEAR ON THE GAME DISPLAY WHILE IT IS ACTIVE. PUNCH DECAPITATE TEMPORARILY TURNS ALL OF YOUR PUNCHES INTO LETHAL WEAPONS, KNOCKING THE HEADS RIGHT OFF OF OPPONENTS.



## HELPER

WHEN THIS POWERUP IS COLLECTED A HELPER CHARACTER WILL BE IMMEDIATELY SPAWNED NEXT TO YOUR CHARACTER. THIS HELPER WILL FIGHT ON YOUR SIDE, TRY TO PROTECT YOU AND ULTIMATELY FIGHT TO THE DEATH.



## EQUIP HELPERS

THIS POWERUP IS ONLY AVAILABLE IN DEATHMATCH GAMES. WHEN COLLECTED THIS POWERUP WILL UPGRADE THE WEAPONRY OF ALL OF YOUR HELPERS. ANY UNARMED HELPERS WILL BE GIVEN MELEE WEAPONS, WHILST ARMED HELPERS WEAPONRY WILL BE UPGRADED TO MORE POWERFUL ARMAMENTS.

STATE OF EMERGENCY





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AT MCGRIGOR DONALD AND THE REST  
OF VIS ENTERTAINMENT PLC.

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