

FLARE BLADE™



 **MIDWAY**

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 2 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 2 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

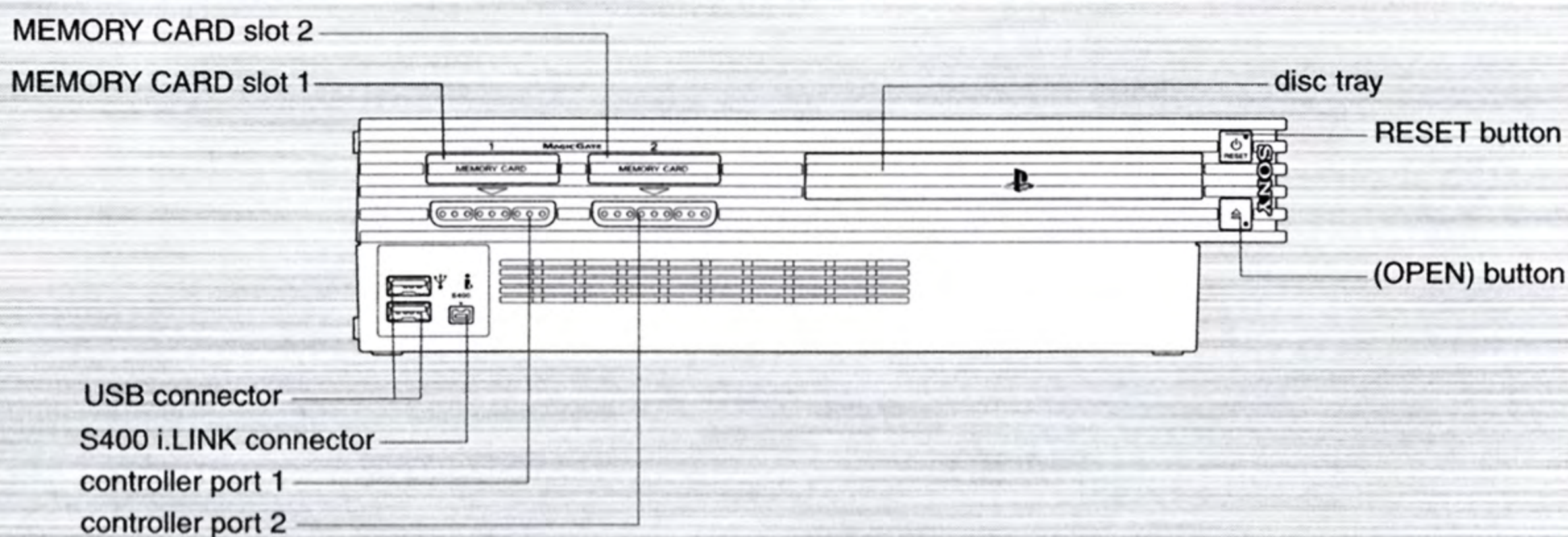
HANDLING YOUR PLAYSTATION 2 DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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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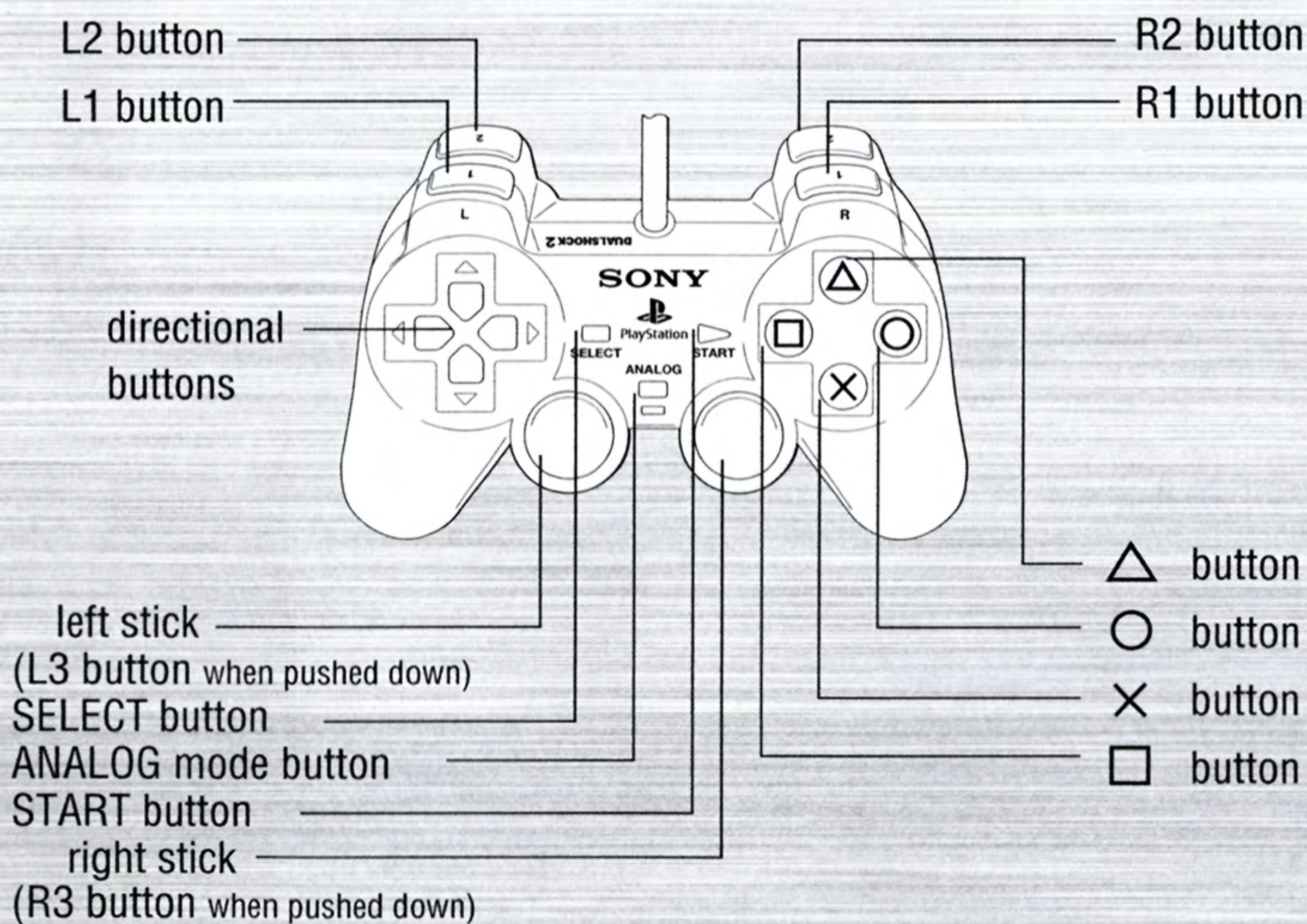
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the (Fireblade™) disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

GETTING STARTED

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Take a moment to familiarize yourself with the button layout of your DUALSHOCK®2 analog controller. These buttons will be referred to throughout this Instruction Manual. Please see the following pages for the default game controls as well as how to navigate through the game's menus.

GAME CONTROLS

Here are the default controls for Fireblade. Please refer to the diagram on the previous page for button locations.

Left analog stick:

This makes your helicopter move forward and backward. Press Up on the Left analog stick to move Forward and press Down to move Backward. This also controls the rotation of the helicopter but NOT the sideways movement. To rotate or turn to the right, press Right on the Left analog stick. To move Left, press Left on the Left analog stick

Right analog stick:

Controls altitude and horizontal movement. Press Up on the Right analog stick to descend and press Down to ascend. When you press Left or Right, you will move laterally to the Left or the Right. When in Stealth Mode, this controls the Sniper View. Press Up to zoom in and press Down to zoom out. To target enemies, press the Right analog stick in to activate the R3 button.

⊗ button:

Targeting selection. This controls the selection of targets for your Guided Missiles. Press the ⊗ button to toggle to the closest target on the center of the screen. The targeting feature can also be used by pressing the Right analog stick in to activate the R3 button.

◻ button:

Activate/Deactivate Stealth Mode.

△ button:

Engage turbo engines (if equipped). Turbo engines have a limited supply of fuel.

⊙ button:

Activate/Deactivate Thermal Imaging Mode.

R1 button:

Fire Minigun. When in Stealth Mode, this will fire the Sniper Cannon.

R2 button:

Fire Non-guided Rockets.

L1 button:

Press and hold the **L1** button to Activate/Deactivate Sniper View. Keep holding the **L1** button to use Sniper View, release the **L1** button to exit Sniper View. Use the Right analog stick to zoom in and out with the sniping scope.

L2 button:

Fire special weapon. This will fire your Guided Missiles, EMP cannon (Stealth Mode only), Rail-Gun (if equipped) and Swarmer Missiles (if equipped).

NOTE: You can reverse the configuration of the Left analog stick and Right analog stick in the game's Options Menu (located at the Main Menu). You may also access the controller configuration option in the game's Pause Menu under the title OPTIONS.

THE BEGINNING

Fireblade is an anti-terrorist military force formed by Western nations to stomp out rogue terrorist cells around the world. The largest and most dangerous of the cells is the United Eastern States or UES. Intelligence sources have uncovered information that the UES have been establishing training camps and production facilities for weapons of mass destruction in strategic areas around the world. It appears that they are preparing for an all out war against the West. The time has come, the threat can no longer be allowed to exist. Fireblade has been mobilized.

At the game's Title Screen press . Next, you will be able to create a Pilot profile that will be used to save your progress. If you are continuing a game, please select the Pilot profile you wish to use and press the  button to advance to the Main Menu.

NOTE: Before playing, it is highly recommended that you insert a Memory Card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 computer entertainment system. This will ensure that your game data is properly saved for future use.

NEW PILOTS (NEW GAMES)

All new pilots must register with Fireblade before they begin playing. To register a pilot profile, highlight an empty profile slot (marked EMPTY) by using the Left analog stick or directional buttons and then press the  button. Next, enter your pilot's name by using the directional buttons. Press Up or Down on the directional buttons to change the letter or character in the name. Press Left or Right on the directional buttons to move forward or backward along the rows. When you have selected the name that you want to use, press the  button to register your pilot and advance to the Main Menu.



NOTE: You have three slots available in which to save up to three different pilot profiles. After entering a pilot name, follow the instruction on-screen to save your pilot profile or delete your pilot profile. Highlight your selections by using the Left analog stick or directional buttons and press the  button.

CONTINUING GAMES

If you have a Memory Card (8MB)(for PlayStation®2) inserted into MEMORY CARD slot 1 the game will load all saved Fireblade data from that Memory Card. Once the game has read the data on the Memory Card, select the Pilot Profile that you wish to use and press the  button to continue to the Main Menu. From there, select your Campaign and continue playing.

CAMPAIGN BRIEFING

Each campaign features multiple missions each with their own objectives. Each mission must be completed (by completing the mission objectives) before advancing to the next mission or campaign. Here's a breakdown of each campaign's locations and what you can expect from them.

CAMPAIGN 1

MOUNTAINS OF SWITZERLAND

Landscape - rolling hills, rivers, green grass, trees, wildlife, civilian villages.

Fireblade HQ and training facility is on the defensive against a sudden UES attack. Push the enemy away from Fireblade assets and destroy them. Learn to operate the new Vendetta attack chopper and the Talon troop carrier chopper in defend, attack and stealth missions.

CAMPAIGN 2

SOUTH AMERICAN DESERT

Landscape - vast desert planes, large canyons, Fireblade technology base.

The UES are planning an attack on the Fireblade Vendetta technology facility and research base. Ward off the attack with Brooks as your wingman, gather intel on UES weapon building and terrorist activity with your Special Ops team, then take the offensive to a UES stronghold to finish them off.

CAMPAIGN 3

LATIN AMERICA

Landscape - abandoned city, large skyscrapers, bridges, rivers, rain, jungle.

Intel reports that the enemy has been hiding out in an abandoned city, deep in the Amazon basin. You'll need to flush them out of their hiding place, and rid the area of UES forces.

Special Ops are standing by for covert operations within the city. Clean the area and destroy the hidden base.

CAMPAIGN 4

ARCTIC CIRCLE

Landscape - snow, icebergs, water, UES main HQ, wildlife, civilians.

All of the UES operations are based here. This is where the terrorist planning, weapon building and technology research takes place. Destroy their compound and the world we be a safer place...at least for a little while. Be warned this area is heavily defended and they are waiting for our arrival.

MAIN MENU

CAMPAIGNS

This sub-menu allows a pilot to access their next mission. Highlight CAMPAIGNS and press the **X** button. Next, highlight Campaign 1, 2, 3 or 4 and press the **X** button again. Keep in mind that only currently unlocked campaigns will be accessible. In order to gain access to a campaign, you **MUST** successfully complete the previous campaign!

OPTIONS

The Options Menu allows you to change and configure a variety of game settings. There are three sub-menus in the Options Menu.

VIDEO controls the video settings of the game and allows you to position the screen to fit your monitor as well as turn the game's subtitles ON or OFF.

CONTROL allows you to view the layout of your controller and adjust three controller settings. You can turn the VIBRATION ON or OFF, as well as change the ALTITUDE and SNIPER AIM functions from NORMAL or INVERTED (reversed).

AUDIO is the final sub-menu in the Options Menu. The Audio Menu allows you to adjust the volumes of the audio features in the game. To adjust an audio setting, press Up or Down to highlight the setting you wish to change. Next, press Left or Right to Lower or Raise the volume of the game's MUSIC, SOUND FX or SPEECH settings. You may also change the audio Mode from STEREO, REVERSE (switching left/right stereo channels) or MONO.

NOTE: Adjusted options are saved to your Pilot Profile.

SAVE PILOT

In order to continue playing the game later, you will have to save your pilot's progress. This Main Menu item allows you to do just that. Highlight SAVE PILOT and press the **X** button. Next, choose whether or not you want to save your pilot data and press the **X** button. After you have made your selection, you will return to the Main Menu.

EXTRAS

The Extras sub-menu is where you can view unlocked movies from the game as well as view the credits. Located in the Movies section is an awesome documentary on the history of combat helicopters called "Roar of War", so be sure to check it out!

QUIT

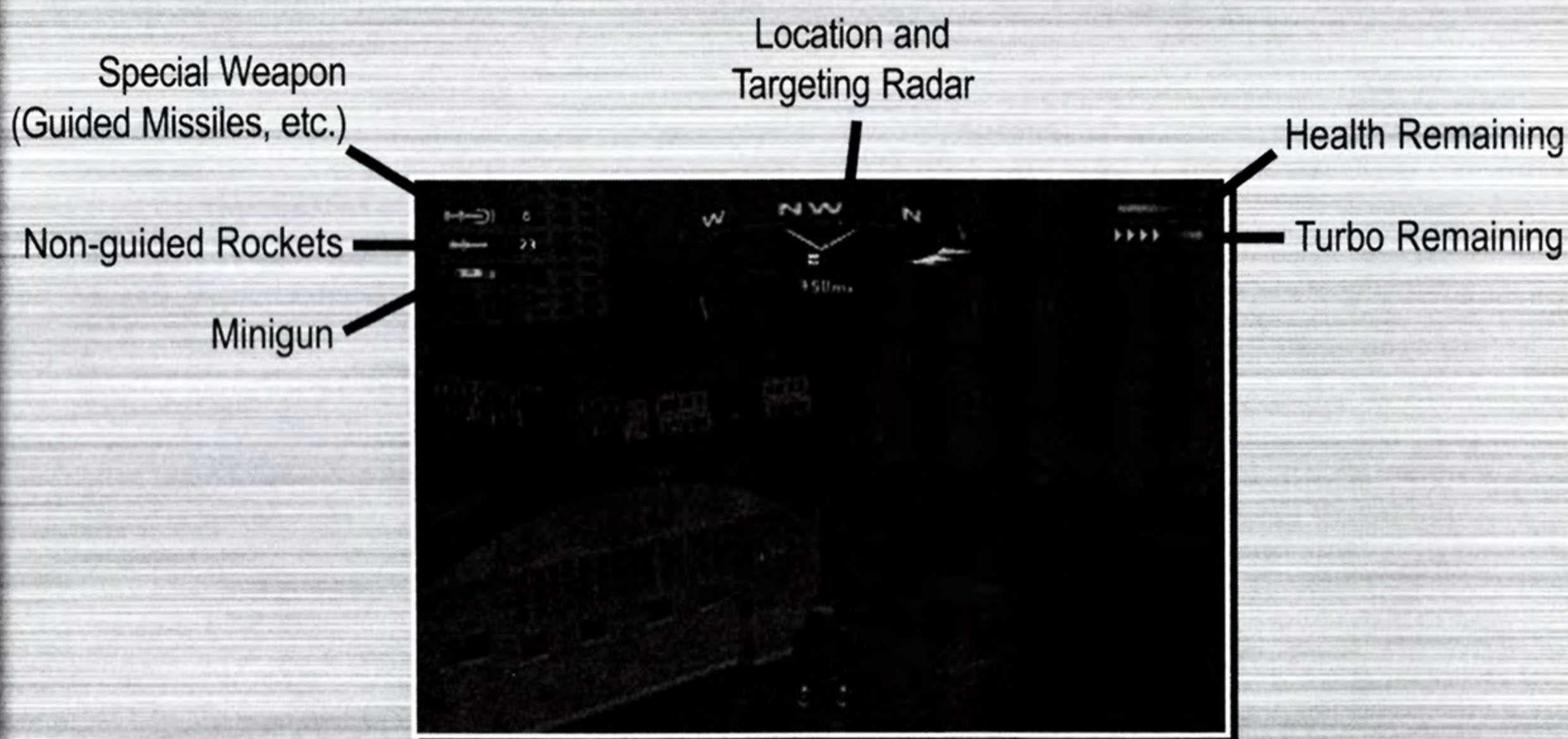
Selecting QUIT will return you to the Pilot Profile Menu. It is **HIGHLY RECOMMENDED** that you **SAVE** your pilot's progress at the Save Pilot menu first. This will ensure that you properly save your game data for future use.

PLAYING THE GAME

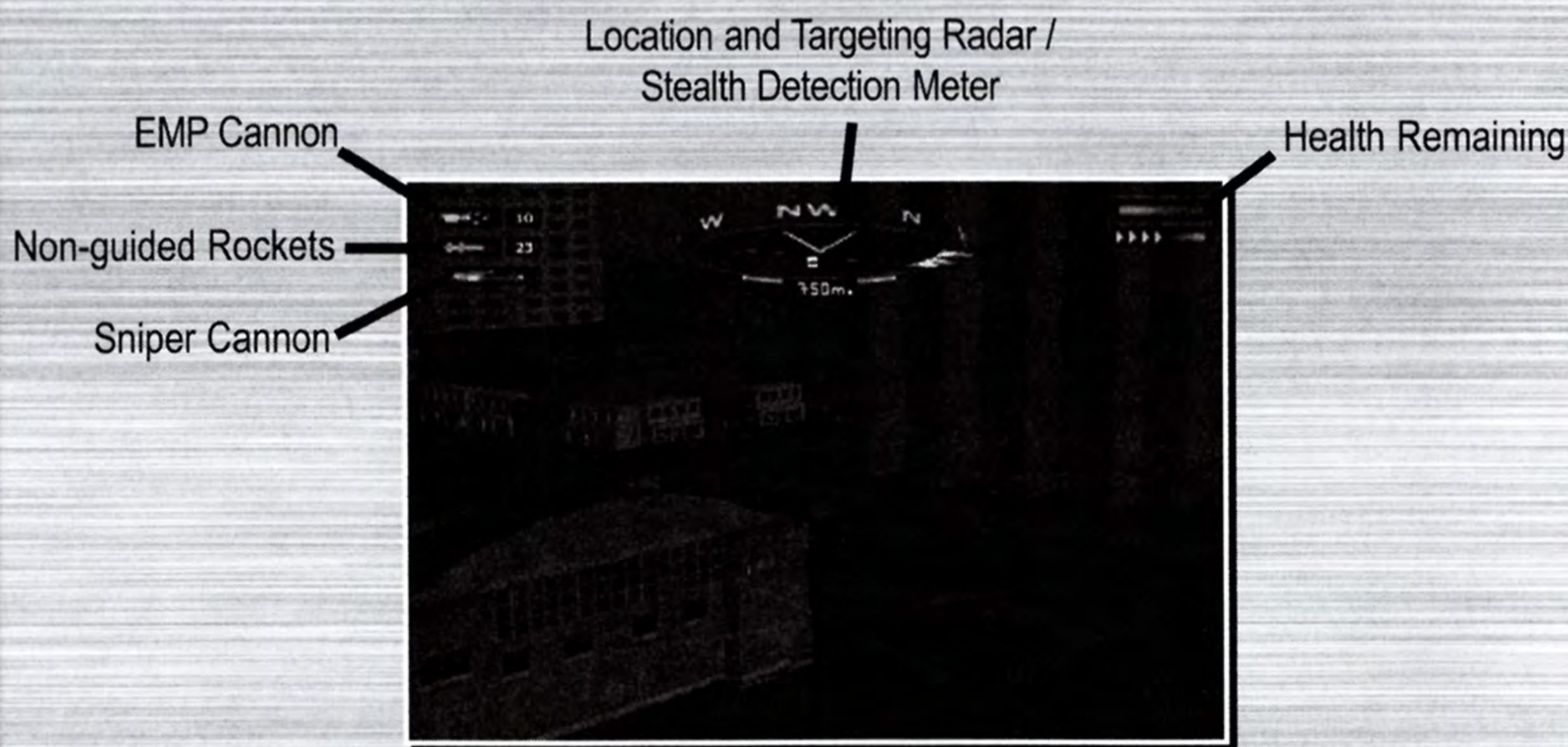
HUD (HEADS UP DISPLAY)

Although it may be hard to do when you're being shot at in all directions, try to keep a close eye on the HUD during your missions. The HUD contains all the information you'll need to know during the game. Check out the screen below for information on items found on the HUD as well as what purpose the item serves.

NORMAL MODE



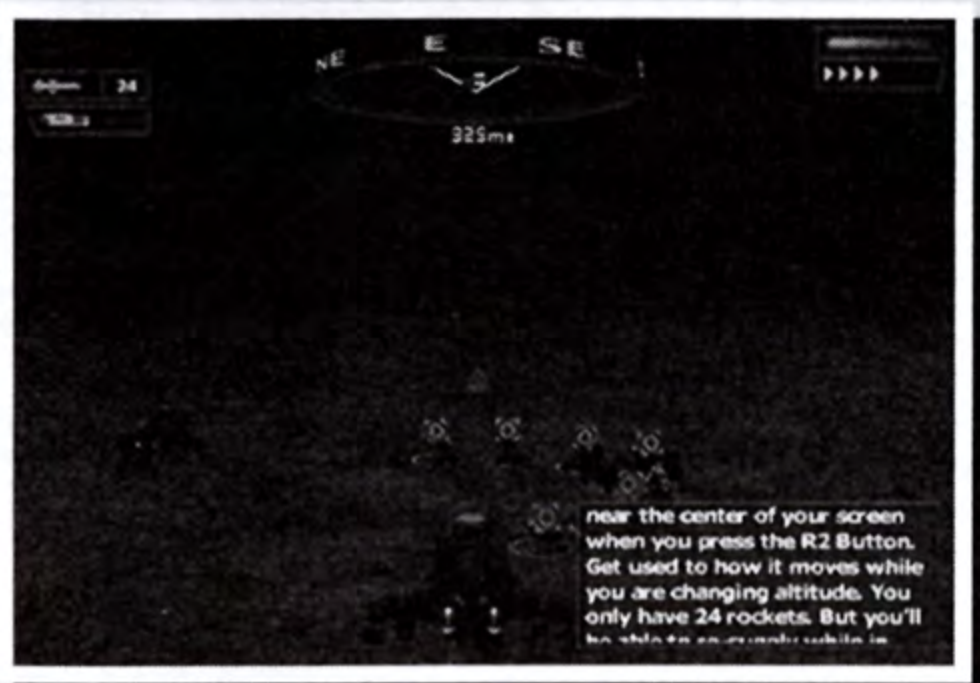
STEALTH MODE



You will notice that when in Stealth Mode, an additional meter can be found under the Location and Targeting Radar. When flying in Stealth Mode, the meter will be empty, which means that you have not been detected. When the meter begins to grow from the center of the meter, you are running the risk of being noticed, so make sure to back out of the area before you set off an alarm!

PLAYING THE GAME

YOUR FIRST CAMPAIGN



Now that you've joined the ranks of Fireblade, it's time to take to the air. Flying the attack helicopters of Fireblade takes some practice at first, but most importantly, it takes skill. Your first Campaign will get you familiar with the controls of an attack helicopter as well as give you some practice in using the helicopter's vast array of weaponry. Your mentor on this first campaign will be none other than one of Fireblade's finest pilots, Heather Brooks. Follow her instructions and listen to whatever she says if you want to make it as a pilot!

CAMPAIGN OBJECTIVES

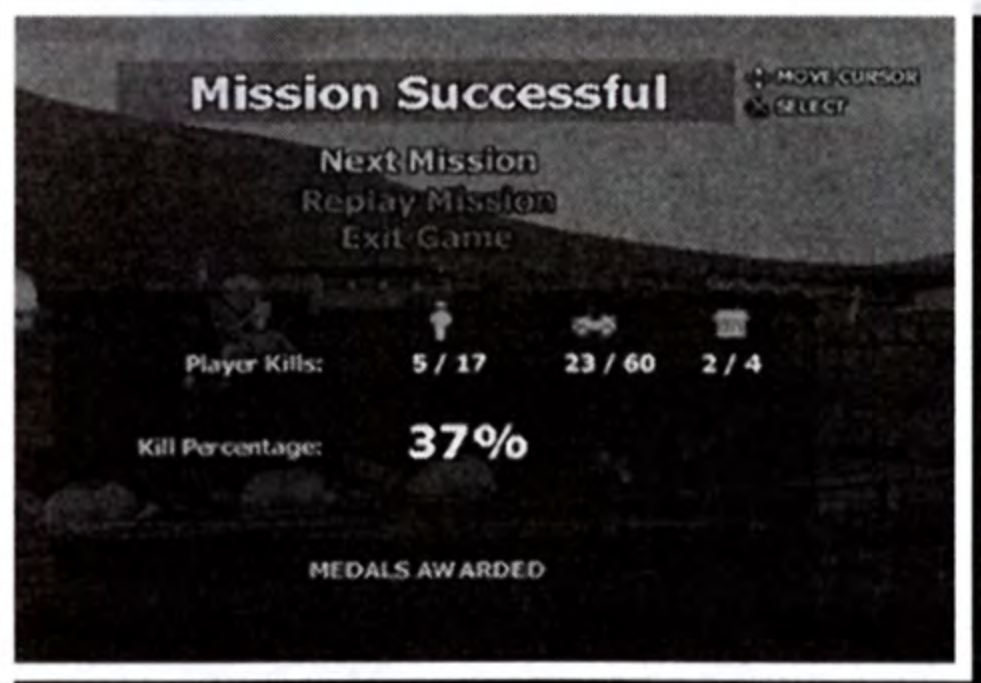
Defend the Base

The enemy is now advancing on our main base in significant numbers. We have to blunt their attack. Isolate the attacking forces and destroy them before they inflict significant damage.



Before each campaign begins (loads), you will be briefed on what the upcoming campaign objectives are. Pay close attention during this time for vital information on what to do and what to watch out for. Failure to do either could result (most likely will result) in Mission Failure and could cost you your life! If you wish to skip the briefing, you may do so by pressing the **X** button.

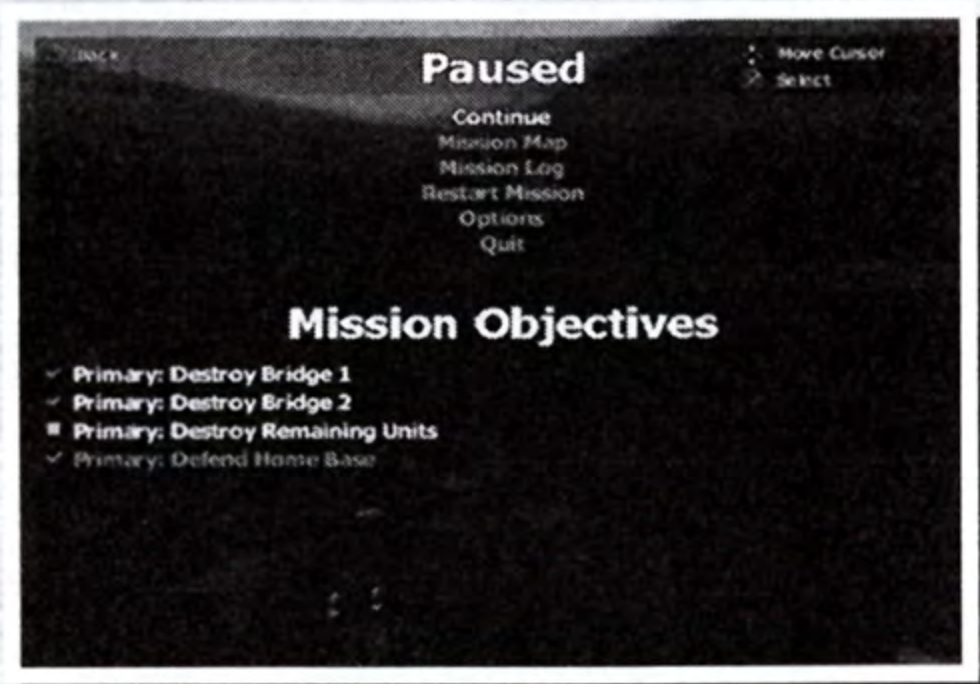
COMPLETING MISSIONS



Upon completing a mission and depending upon how well you did, you may receive a medal for your bravery and skill (Gold, Silver and Bronze).

PAUSE MENU

During the game, press the  button to access the game's Pause Menu. To navigate through the Pause Menu, press Up and Down on the Left analog stick or directional buttons. To access a sub-menu, press the  button. To return to the previous screen, press the  button.



CONTINUE

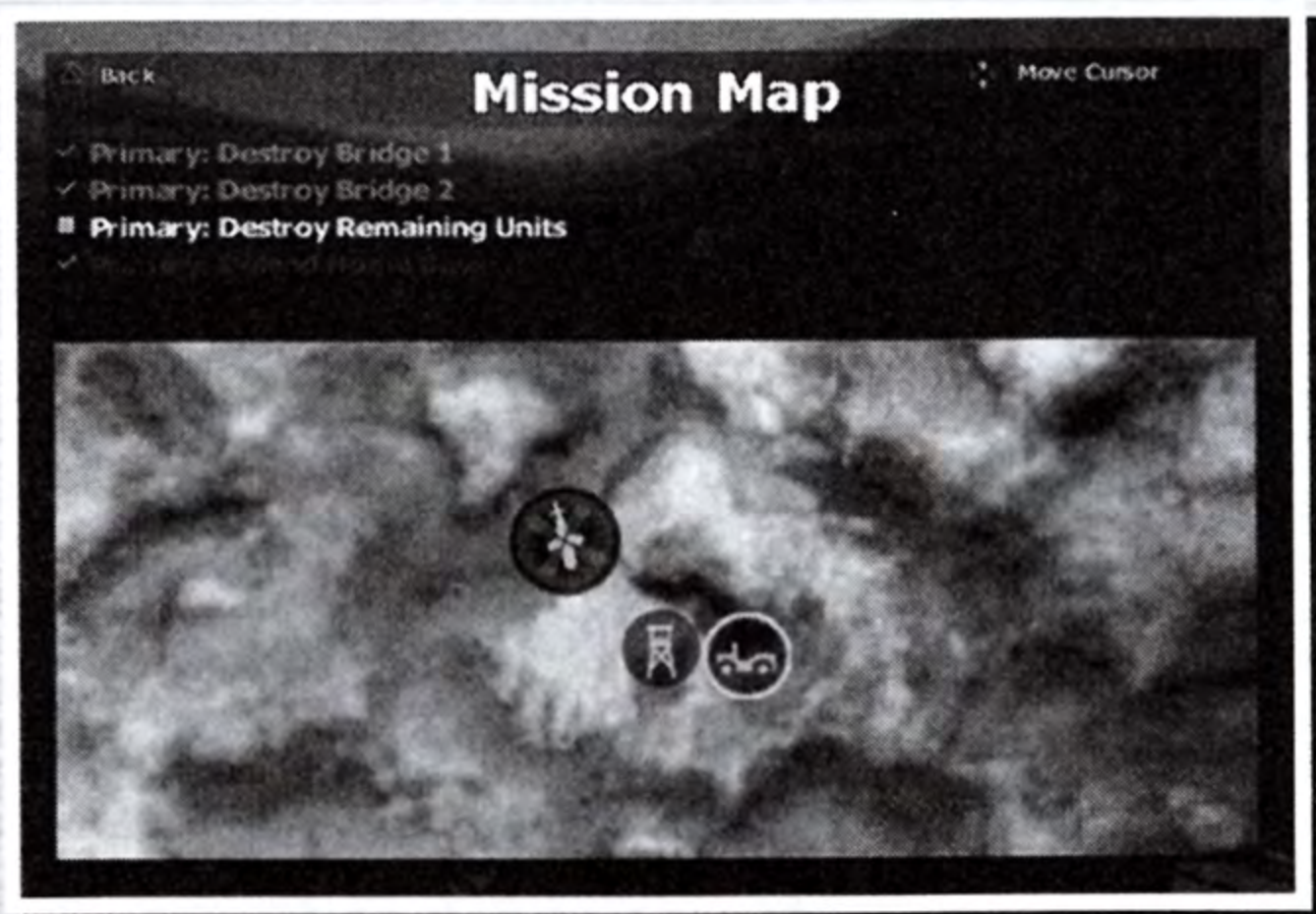
This allows you to return to the game and exit the Pause Menu. Highlight CONTINUE and press the  button.

MISSION MAP

One of the most useful features in the game is the Mission Map. Highlight MISSION MAP and press the  button. This will display a map that contains not only a list of objectives in the mission, but also a map showing the locations of each objective.

The top half of the Mission Map shows in text, the list of objectives in the mission. They are listed in order of priority from top to bottom.

The bottom portion of the Mission Map shows the map itself. Each objective and your location are displayed via icons. Press Up or Down on the Left analog stick or directional buttons to highlight each mission objective as well as their location on the map.

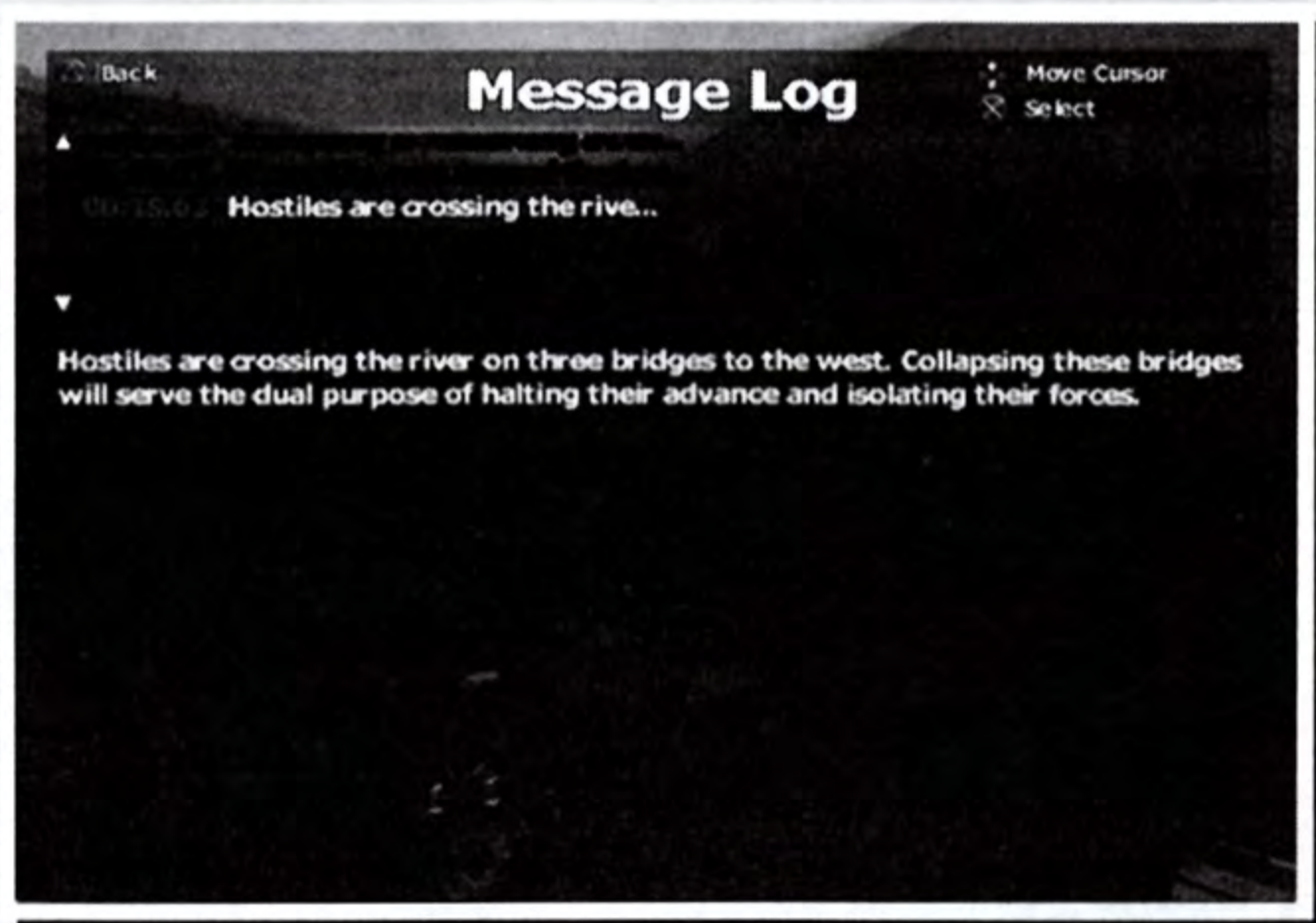


PAUSE MENU

MISSION LOG

The Mission Log contains a listing of the dialog spoken in the mission.

The top half of the log contains a brief description of the dialog spoken and at what time during the mission it was spoken. When you cycle through each line of dialog (by pressing Up and Down on the Left analog stick or directional buttons), the bottom half of the log will display the full dialog spoken. This feature is helpful in getting information that you might have missed during a battle. When a line of text is highlighted, press the **X** button to hear the message.



RESTART MISSION

This function allows you to restart the current mission from the beginning. Highlight RESTART MISSION and press the **X** button. Next, you will be asked if you want to restart the mission. Select YES or NO and press the **X** button.

OPTIONS

This sub-menu allows you to access a condensed version of the Options Menu. For information on the contents of the Options Menu and how to change the options, see Page 8.

QUIT

If you wish to quit playing, here's where you can do it. Highlight QUIT and press the **X** button. Next, you will be asked if you want to quit or not. Select YES or NO and press the **X** button. When you quit out of a game, you will return to the Main Menu.

TACTICAL DATA

No pilot in Fireblade will serve without being in a few sticky situations. Only a pilot who possesses skill and intelligence (and maybe a little luck) will be able to survive even the most dreadful situations. Knowing what your enemy is capable of and how to counter their offensive is vital to staying alive and completing your missions. The following is a brief description of some basic attack maneuvers and tactics. For a complete description of weapons found in the Fireblade arsenal, see Pages 16-20.

ATTACK STRATEGY

A very useful attack is to keep moving on the battlefield. This tactic can include strafing fire or even hiding behind structures and then emerging to fire. If you use the hide and attack method, try moving to the left or the right from where you last attacked. Your enemy is dangerous, but their artillery tends to move a little slow. This allows you precious seconds to aim and take out as many as you can. Be on your guard though, because if you stand still in one spot for too long, you may just be on the defensive in no time. The hide and attack technique works well with buildings and other structures. If your battle is taking place in open terrain, strafing works the best.

STRAFING ATTACKS

Press and hold the **R1** button while pressing **←** or **→** on the Right analog stick.

WHAT TO HIT FIRST

This depends on what the scenario happens to be. If you are launching an attack on enemy forces, then try to take out the heavy artillery first by using Stealth tactics and by utilizing the EMP cannon (if equipped). If you happen to be on the defensive, then obviously try to take out the faster moving units OR those with the firing range capable of causing damage. It is not wise to pick a target that is in close proximity to other enemy units. If you happen to fire on one, the other units will be aware of your location and return fire. This combination of enemy fire can cause severe damage and in most situations, Mission Failure. Also be sure to check your radar. Throughout the game, "friendly" forces will be designated by the color blue. Using your radar, find the targets marked in red. Under no circumstances are you to fire on friendlies!

QUICK ESCAPES

If you happen to find yourself under heavy fire, a quick escape is to activate your turbo engines (if equipped). You must have turbo fuel available to do this though. Once you have decided to turn tail and run, make sure you are not near any structures that you might run into. Flying with the turbo engaged is fun but challenging. You will not have the same degree of control over your helicopter as you would without the turbo engaged. If you happen to be near a building, you may very well crash into the structure and end your mission (and life). Making a quick exit when being fired upon can allow you to assess the situation and plan a strategy for the next attack.

ACTIVATING BOOSTER ENGINES

To activate the turbo engines, press and hold the **▲** button.

DETECTION ABILITIES

SNIPER VIEW

Sniper View is an imaging feature onboard which allows a pilot to magnify their vision and spot enemy units at great distances. The view features a targeting graphic (crosshairs) which can be used for precise deployment of weapons. Highly useful for eliminating targets or rendering them inoperable (via the EMP cannon), Sniper View is also an offensive weapon which allows the pilot to view any opposing forces from a safe range, thus allowing a pilot to find an alternate route or use a different strategy.

SNIPER VIEW ACTIVATION

Press and hold the **L1** button. To aim the crosshairs, use the Left analog stick while holding down the **L1** button. Press Up on the Right analog stick to zoom in, press Down to zoom out. Pressing Left and Right on the Left analog stick will move the crosshairs side to side, allowing you to strafe your target.



Using the Sniper View allows you to zoom in on targets for increased shot accuracy.

THERMAL IMAGING

Every attack helicopter is equipped with Thermal Imaging technology. This valuable asset to the vehicle makes it possible to see in near-invisible conditions such as rain. The Thermal view also is useful for easily spotting enemy units and power-ups without having to activate the attack helicopter's Sniper View. While detecting heat given off by machinery or the human body, the Thermal view can also detect power-up crates scattered on the battlefield. Thermal Imaging is best used for spotting enemy infantry.

THERMAL VIEW ACTIVATION

Press the **○** button to activate Thermal View mode. Press the **○** button again to deactivate it.



Thermal View allows you to see units that may be concealed by their surroundings.

STEALTH MODE

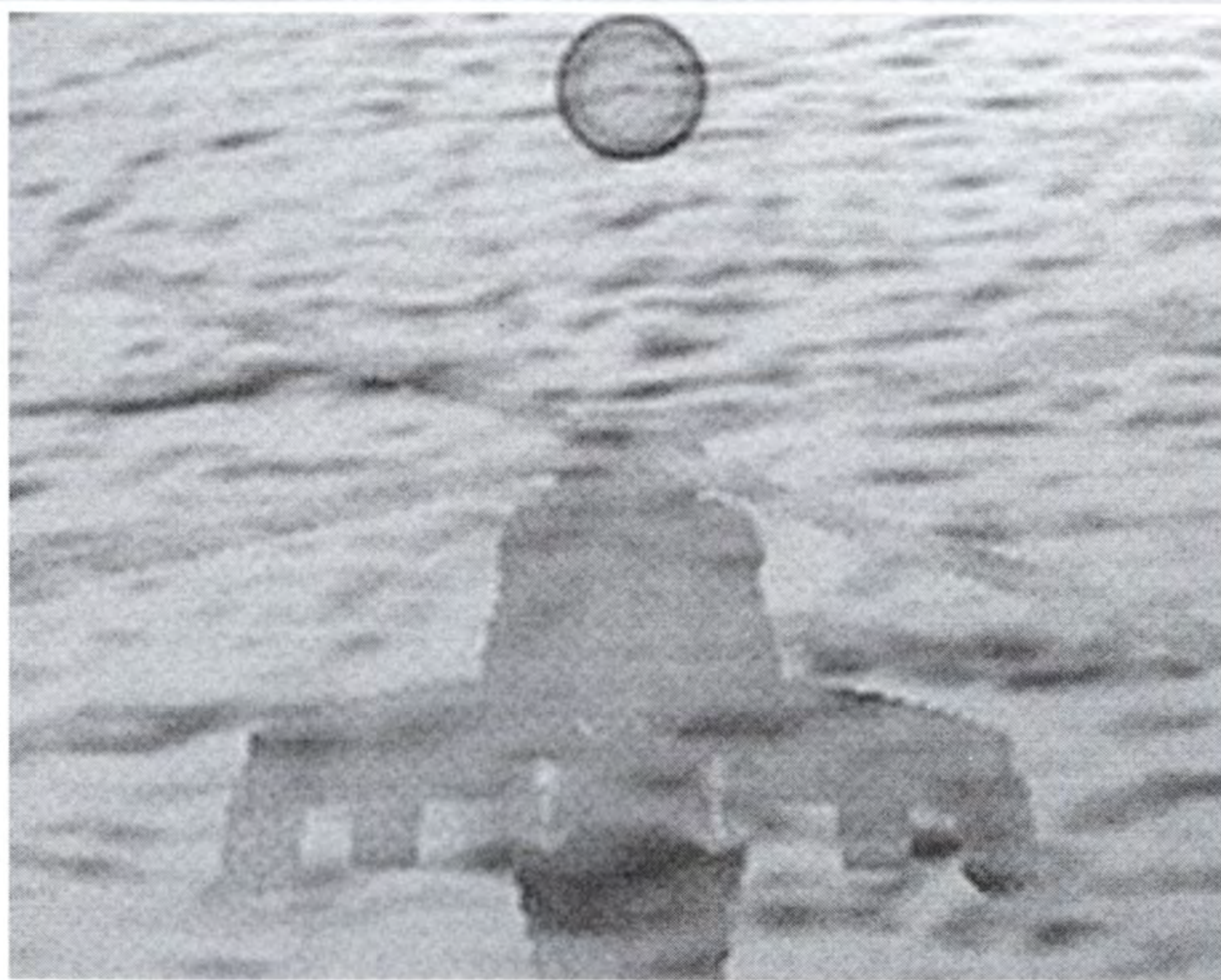
Perhaps the greatest feature on the Vendetta and Talon helicopters is the ability to hide from the enemy by using state-of-the-art cloaking technology. Coated with a special alloy which allows light refraction regardless of atmospheric conditions, the attack helicopter will render itself "invisible" to enemy units. Flying in Stealth Mode will cause you to fly at a slower speed, so use caution!

STEALTH MODE ACTIVATION

Press the  button to activate Stealth Mode. Press the  button again to deactivate.

Once in Stealth mode, you will render yourself invisible to enemy units. While the appearance of your attack helicopter will be transparent, even the sound emitted from your vehicle will be nearly silent. As close to invisible as technology can allow, unfortunately the sound emission is what can give your location away to enemy infantry units. While in Stealth Mode, you may come under fire from infantry units who can hear you. The weapons used by these ground forces varies from light automatic fire to powerful rocket-propelled grenades (RPGs). If you come under fire while in Stealth Mode, take advantage of the situation by disabling enemy units with EMP attacks or semi-automatic Sniper cannon fire.

NOTE: When operating in Stealth Mode, keep in mind that although your gunship is hidden, its stealth capabilities can do nothing to conceal the flames left behind from firing a missile or smoke emitted from your damaged vehicle! If you do not plan your attack carefully and use the proper weapons, your cloaked gunship will be detected and could result in mission failure.



WEAPONS OF FIREBLADE

Each attack helicopter of the Fireblade fleet contains a variety of weapons. Although some helicopters will not have the full arsenal, these next few pages will give you not only a description of each weapon, but even some helpful attack strategies when using them.

MINIGUN

The Minigun is equipped on every helicopter in the Fireblade fleet. Although not recommended against heavily-armored enemy vehicles, the Minigun is more than capable of destroying smaller enemy vehicles. These include fast attack vehicles such as enemy jeeps. Using a combination of left and right strafing fire, the Minigun can quickly mow down any cluster of enemy units.

STRAFING ATTACKS

Press and hold the **R1** button while pressing **←** or **→** on the Right analog stick.

Used primarily as a rapid-fire, fully-automatic weapon, the Minigun has the ability to become a powerful semi-automatic weapon when the helicopter is in Stealth Mode. Once Stealth Mode has been activated, the Minigun is the primary weapon used when dealing with enemy infantry units. When used in conjunction with the helicopter's Sniper View, the Minigun becomes a Sniper Cannon and is capable of allowing the pilot to achieve "one shot" kills of enemy soldiers.

SNIPE SHOTS (NO STEALTH)

Activate the helicopter's Sniper View by pressing and holding the **L1** button. Next, zoom in or out by pressing the Right analog stick. Line up your target in the Sniper View crosshairs and press the **R1** button. This fires multiple shots from your Minigun.

SNIPE SHOTS (STEALTH MODE)

Activate the helicopter's Stealth Mode by pressing the **□** button. Next, activate the Sniper View by pressing and holding the **L1** button. Line up your target using the Left analog stick. To fire, press the **R1** button. This will fire a single high velocity round from your Sniper Cannon.



When you're not in Stealth Mode, the Sniper View allows you to zoom in on a target and saturate it with a full-auto barrage from the Minigun.



Using the Sniper Cannon in Stealth Mode allows for precise, single shots.

WEAPONS OF FIREBLADE

NON-GUIDED ROCKETS

A powerful weapon equipped on your gunship is the Non-guided Rocket. This weapon has the ability to be fired at a semi-automatic rate and is capable of causing significant damage to enemy units. Your attack helicopter is able to hold up to 24 of these rockets, but make sure to watch your weapon status graphic at the top-left of your screen. Once depleted, you may find yourself in a situation of hiding rather than attacking. Special power-up crates may yield replenishments of Non-guided Rockets as well as other weapons, so be on the lookout for them!

When using the Non-guided Rockets, launching a volley of rockets towards an enemy unit will usually do the trick. However, in situations where a single unit is present (or one that is in close proximity to other units), try to use the Sniper View (press and hold the **L1** button) to aim the crosshairs on the target. The Non-guided Rockets are not as accurate as some of the other weapons, but with practice you will be able to aim your shots for maximum effect. In situations where a cluster of enemy units are present, sometimes it is best to fire in the center of the targets. The splash damage caused by the rockets could cause an explosive chain reaction of the targets.



The Non-guided Rockets are quite devastating to enemy vehicles and even deadlier to enemy troops.

GUIDED MISSILES

Armed with only six on your gunship, these "fire and forget" missiles are a powerful tool in attacking enemy forces. Using lock-on capabilities, a target is selected by marking the unit with a red box. The Guided Missiles can only be used during while your gunship is NOT in Stealth Mode. When an enemy unit enters the acceptable engagement zone, the unit will be marked with a red box. This box will determine what target you will be attacking. Although the weapons system on your gunship will mark a target for you, a pilot can also choose what target to attack.

FIRING GUIDED MISSILES

Once your target is marked, press the **L2** button to fire a Guided Missile.

MANUAL TARGETING

Pilots may manually target enemy units by pressing the **X** button. Once your desired target is marked press the **L2** button to fire. You may also manually select targets by pressing the Right analog stick in (or down) to activate the R3 button.

WEAPONS OF FIREBLADE

GUIDED MISSILES (cont.)

The ability to lock-on to a target allows a pilot to fire the weapon and continue on with the mission, safe with the knowledge that the marked target will be destroyed. The destructive capabilities of the Guided Missiles are so great that a single missile is capable of destroying heavily armored artillery and enemy vehicles. Combat strategies involving the Guided Missiles can vary from "in your face" attacks to "hide and shoot" surprise tactics. Remember that you are only able to use the Guided Missiles when you are NOT in Stealth Mode and that you can only carry six missiles! Look for power-up crates for Guided Missile replenishments.

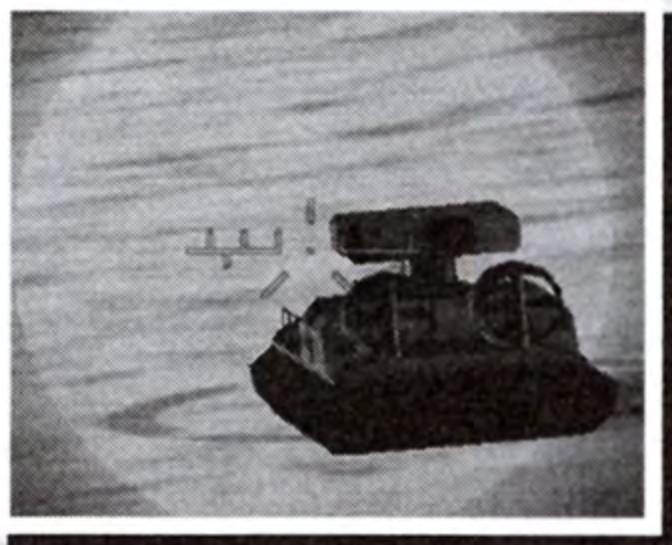


Guided Missiles are so reliable that once a target has been marked, you can rest assured that it will be destroyed.

EMP CANNON

The EMP (electromagnetic pulse) cannon is useful for rendering enemy artillery and vehicles inoperable. When discharged, the EMP cannon fires a powerful beam which will deactivate the electronics systems and mechanical components of most enemy units. When fired at an enemy soldier, the cannon's beam is quite deadly. Once hit with the EMP cannon, enemy units (other than infantry) will be immobilized for a period of 5 minutes. If your mission requires you to defend a special operations team, a good strategy is to hit as many enemy units with the EMP as you can. This will help to ensure that they are not active during the mission. Keep in mind that the longer your mission goes on, the more likely it is that the EMP will wear off and the enemy unit will once again become operational.

The advantage of using the EMP cannon is that you can render units inoperable, allowing you to fly past them without being attacked or to just stop them in their tracks and finish them off later. Some missions will require you destroy units before completing the mission. These primary targets can be immobilized with the EMP, but make sure you go back and finish the job!. Proper use of the EMP cannon can allow you to control a battle without taking on heavy return fire. When used in conjunction with Sniper Mode, the EMP cannon can score direct hits on enemy units. Very accurate and extremely valuable, the EMP cannon is one of the most important weapons in the Fireblade arsenal.



Use the EMP cannon to stop enemy units in their tracks. Be sure to finish them off when you can!

WEAPONS OF FIREBLADE

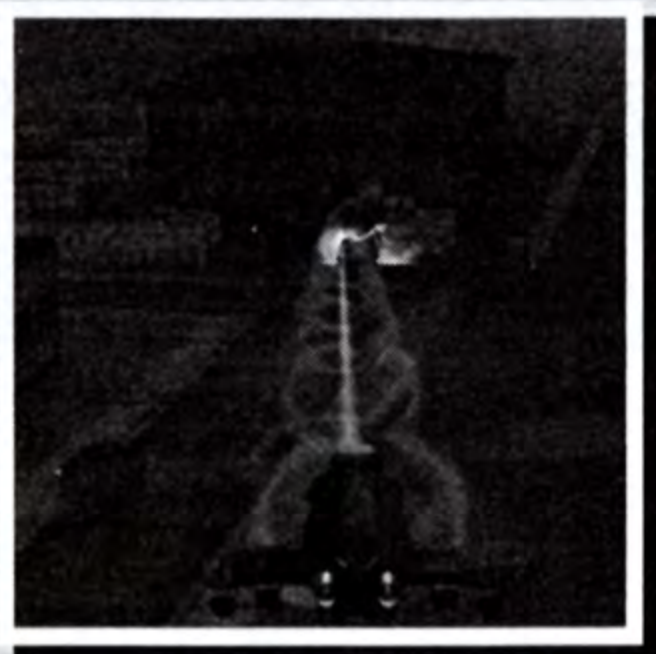
RAIL-GUN

The most powerful weapon in the Fireblade arsenal, the Rail-Gun is capable of destroying even the most heavily armored vehicles and artillery in a single shot. Comprised of super-conducting neodymium magnets, the Rail-Gun can fire selenium steel slugs weighing approximately 5 kilos up to speeds in excess of Mach 35. The Rail-Gun weapon is obtained (well, actually stolen) in Campaign 2 of the game.

The Rail-Gun can be precisely aimed for direct hits by using the Sniper View (**L1** button). Upon impact, the Rail-Gun's slugs will rip through armor with no problem and cause an explosion which will destroy your target. When firing the Rail-Gun, remember that this super weapon can only be fired six times so use it sparingly! Like the Guided Missile weapon, the Rail-Gun can only be operated in non-Stealth mode operations. If you are in Stealth Mode, you will be unable to use the Rail-Gun until deactivating (the  button controls Stealth Mode activation/deactivation) the Stealth Mode function.

FIRING THE RAIL-GUN

*The Rail-Gun replaces the Guided Missile weapon and can be fired by pressing the **L2** button. After firing the weapon, you must wait a few seconds to allow the weapon to charge itself back up. From then you are free to fire the weapon again.*



Before and after shots of the Rail-Gun in action.

SWARMER MISSILES

One of the most lethal weapons in the Fireblade arsenal are unique, homing missiles known as "Swarmers." When fired, these missiles can strike multiple targets. These missiles are capable of taking down heavily fortified positions manned with infantry, turrets, small vehicles, etc. Strategy and the ability to illuminate as many targets as you can are the keys to this weapon.

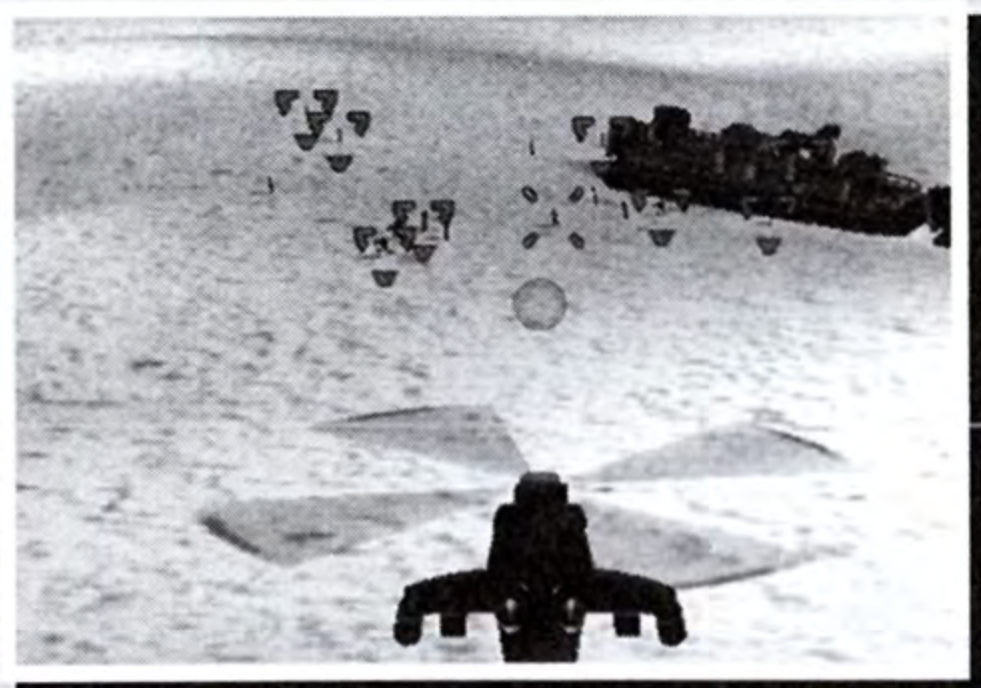
FIRING SWARMER MISSILES

*Press and hold the **L2** button. While holding the **L2** button, a number of targets will be marked. Keep in mind that you must hold the **L2** button down to mark the targets. Release the **L2** button to launch a cluster of guided "swarmer" missiles.*

WEAPONS OF FIREBLADE

SWARMER MISSILES (cont.)

If you fired the swarmers successfully, you'll be able to strike a number of targets with relative ease. Keep in mind that you'll have to replenish your supply fairly quickly. Shooting multiple missiles at once can deplete your supply in no time.



The first step to using the Swarmer Missiles is to mark as many targets as you can.



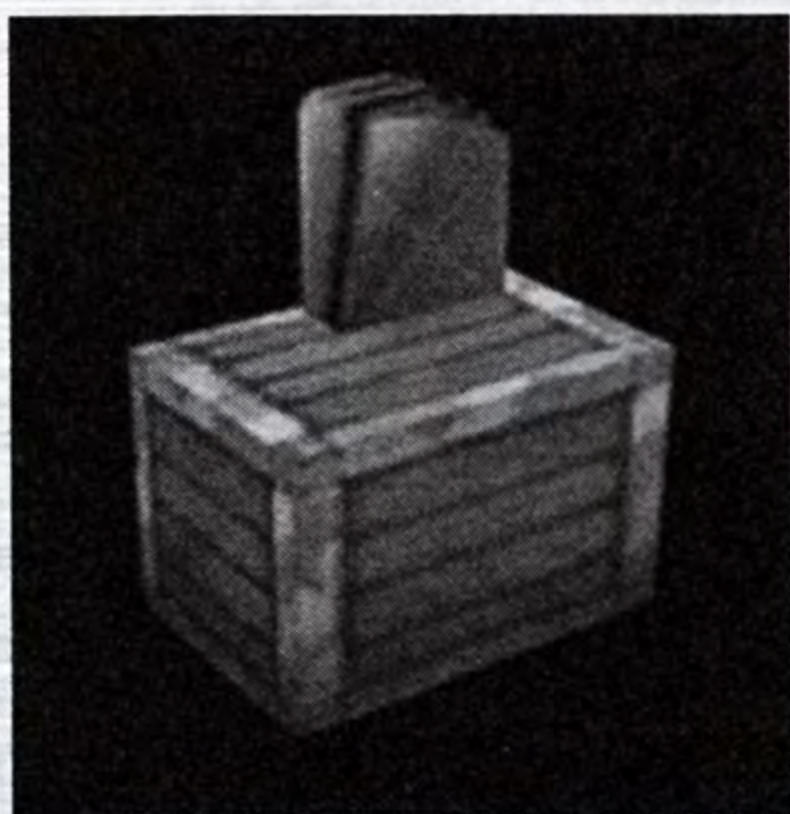
Once your targets have been marked, you will proceed to hit multiple targets at the same time.

SUPPLY CRATES (POWERUPS)

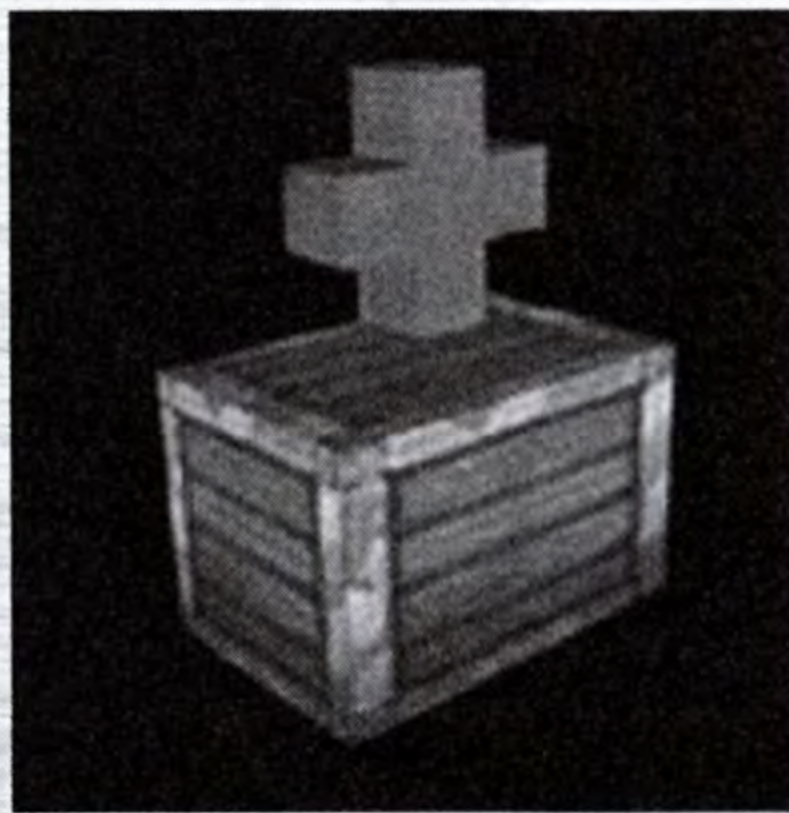
Supply crates can be found throughout the game and are vital for completing a mission. Supply crates contain valuable replenishments such as Health, Ammo and even Turbo fuel.

Occasionally, a supply crate can be found on the battlefield. Usually however, you must destroy an enemy unit to reveal the supply crate. Use caution though, as destroyed enemy units may not yield a supply crate. Furthermore, with the exception of infantry units, there are no specific units that contain supply crates, so just to be sure, destroy as many as you can.

To gather the item in the supply crate, fly directly above the crate. You must be in a close distance to the crate (overhead) to receive the item, but you do not have to land your helicopter to receive the item. Once collected, the screen will display a message telling you what you have collected. Keep in mind that weapon crates will give you a full supply of weapons but the health crates and turbo fuel crates will give you a partial refill.



TURBO FUEL



HEALTH BOOST

THE FIREBLADE FLEET

AV-76 VENDETTA

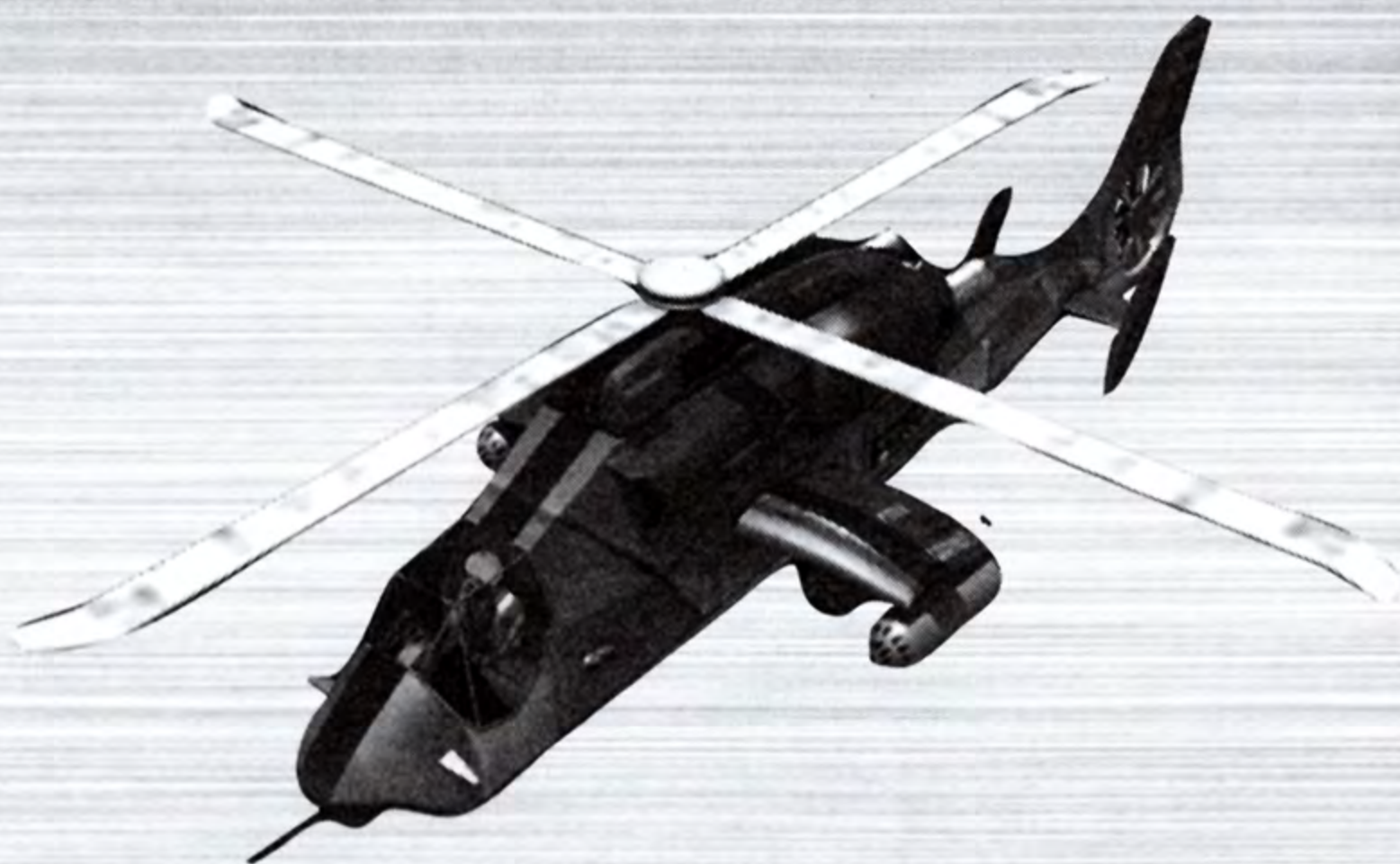


Dimensions:

Wingspan: 10.5m

Height: 3.5m

Length: 12.8m



Payload:

ARK17 Thrust Vectoring Ramjet Missiles (fire and forget) x 6

ASP High Explosive Rockets x 24

30mm Cannon with Direct Eye->Target Guidance.

22mm Gyroscopically Balanced Recoilless Silenced Rifle

Electromagnetic Pulse Rifle



Flight Modes:

Combat Operational Flight

Stealth Mode

Jet Assisted Turbo Mode



Operational Envelope:

Top Speed: Mach 0.8 (Jet Assisted Turbo)

Turn Speed: 180 degrees per second

Maximum Lift: 4g

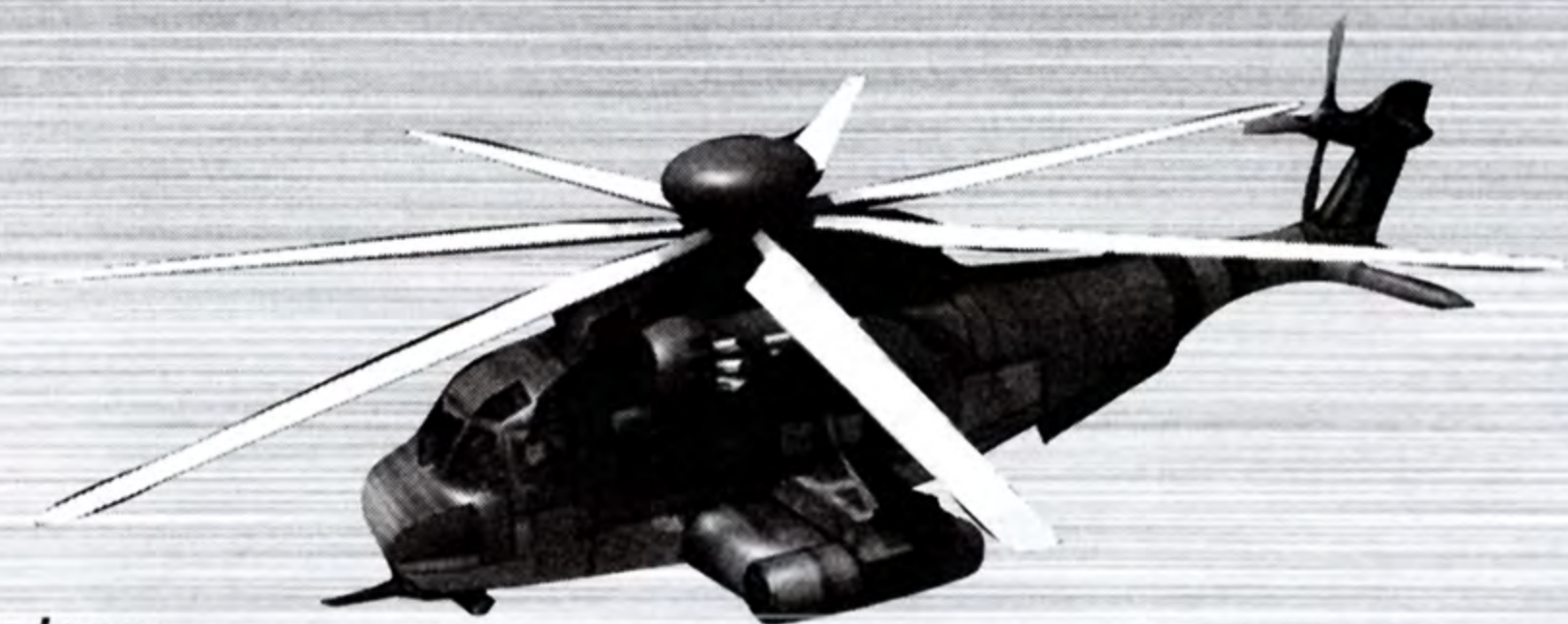
Key Features:

The Vendetta is a fast, maneuverable, highly armored attack helicopter. Its primary role is as a front line, primary contact seek and destroy unit. The Vendetta has also been equipped with a low visibility, audibility and radar signature Stealth Mode. This allows the Vendetta to literally disappear from the combat arena. While in Stealth Mode, the Silenced Rifle and EMP rifle allow an unprecedented level of combat flexibility, allowing the pilot to choose to disable ground units rather than destroy them. The other major addition to the helicopter is the Jet Assisted Turbo mode. With advanced avionics, revolutionary aerodynamics and cutting edge blade construction materials, this is the first helicopter capable of approaching the sound barrier.

Make sure you're the pilot, not the target

THE FIREBLADE FLEET

UV108 TALON



Dimensions:

Wingspan: 21.5m

Height: 7.5m

Length: 25m



Payload:

ARK17 Thrust Vectoring Ramjet Missiles (fire and forget) x 6

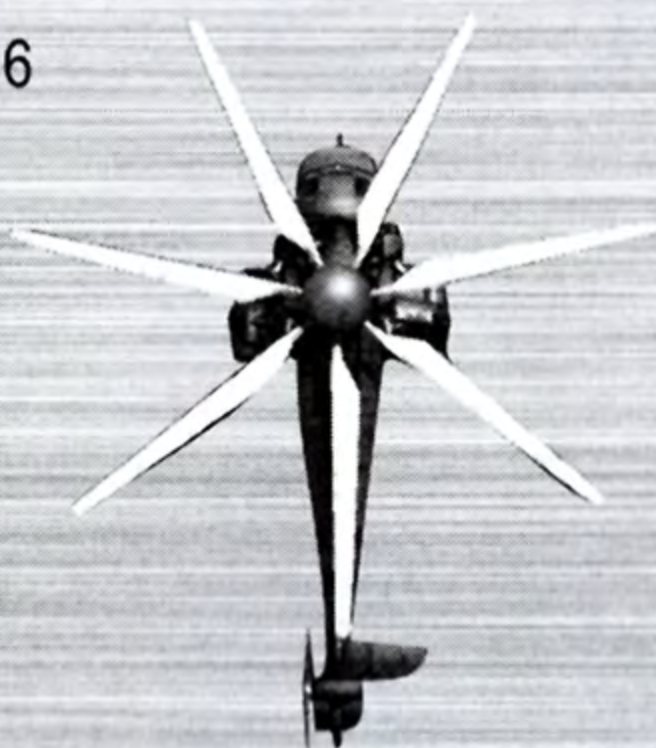
ASP High Explosive Rockets x 24

30mm Cannon with Direct Eye->Target Guidance

22mm Gyroscopically Balanced Recoilless Silenced Rifle

Electromagnetic Pulse Rifle

6 fully equipped combat troops



Flight Modes:

Combat Operational Flight

Stealth Mode

Operational Envelope:

Top Speed: 180mph

Turn Speed: 120 degrees per second

Max Lift: 2g



Key Features:

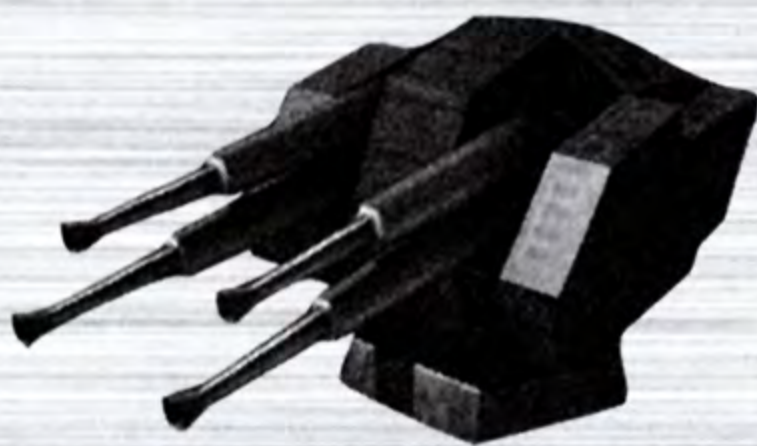
With the recent addition of the Stealth Mode, this helicopter's flexibility has reached new levels. Its primary role is insertion and extraction of ground troops, as well as providing air support. This is one heavily armored chopper: it is capable of withstanding over 400 23mm shots in its rotor disc before losing control, and the zero-zero ejection system will save the pilot from all but the most extreme ground impact scenarios. Interwoven Kevlar, carbonized steel and fire retardant armor protects the occupants of the Talon, allowing them to be inserted into highly hostile environments in comfort and safety. The four engines driving the rotor shaft will allow the helicopter to stay airborne with full control after two failures, and a controlled decent after three. The highly protected transmission and gearing systems will remain operational up to half an hour after full hydraulic and oil systems failure, giving this helicopter an unprecedented survivability rating.

This big bad boy is getting through, no matter what is in the way.

UES FORCES

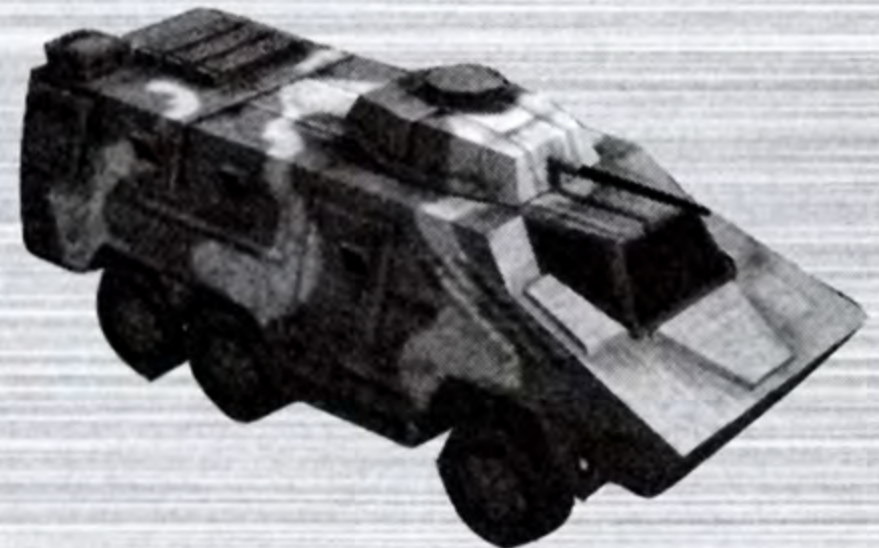
UES ARTILLERY

Positioned throughout each campaign are core offensive/defensive artillery units of the UES. Ranging from Anti-aircraft guns to missile turrets, use extreme caution when engaging these stationary, yet deadly units. While the EMP cannon will not work against missile turrets, any weapon can be used to destroy both anti-aircraft guns and missile turrets.



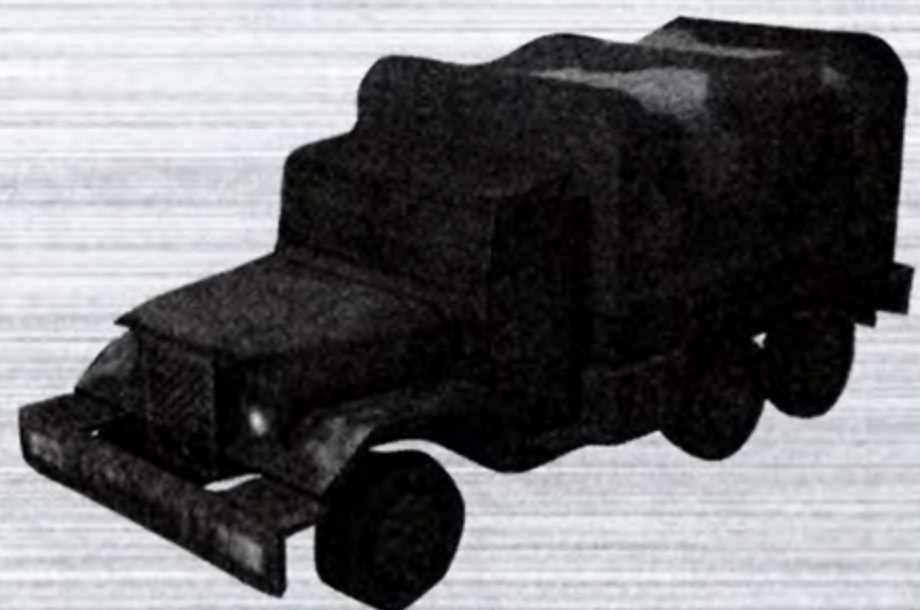
UES INFANTRY

Not to be underestimated are the infantry units of the UES. These fast-moving and accurate soldiers are capable of downing an attack helicopter with little effort. Usually being deployed from Armored Personnel Carriers (APCs) (two types are shown below), the UES infantry are quick to attack. Sometimes traveling in platoons and sometimes even taking sniper positions in buildings, the UES infantry are a force to be reckoned with.



UES VEHICLES - LIGHT ARMOR

Some of the vehicles used by the UES are small, agile and fast-moving. These "Light Class" vehicles are capable of moving at great speeds and some are even equipped with rockets and machine guns which can be dangerous if not stopped. The EMP cannon is good for stopping these vehicles in their tracks. Lightly armored, these vehicles can easily be destroyed with rockets or full-automatic minigun firing.



UES FORCES

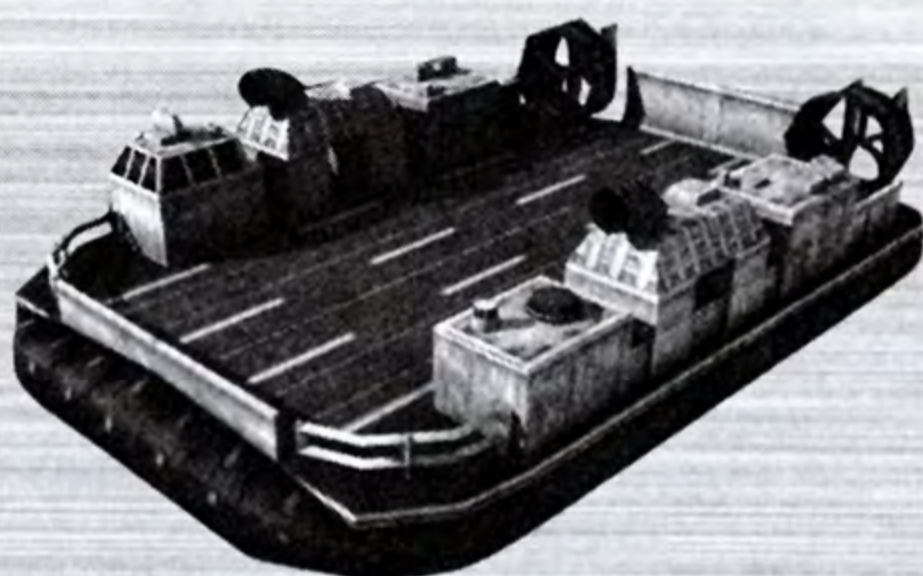
UES VEHICLES - HEAVY ARMOR

While moving slower than other vehicles in the UES arsenal, the Heavy Armor division makes up for lack of speed with its destructive power. Ranging from mobile missile-firing units to heavily armored tanks, this UES division demands the most attention. Fortunately for you, the EMP cannon is quite effective against these vehicles.



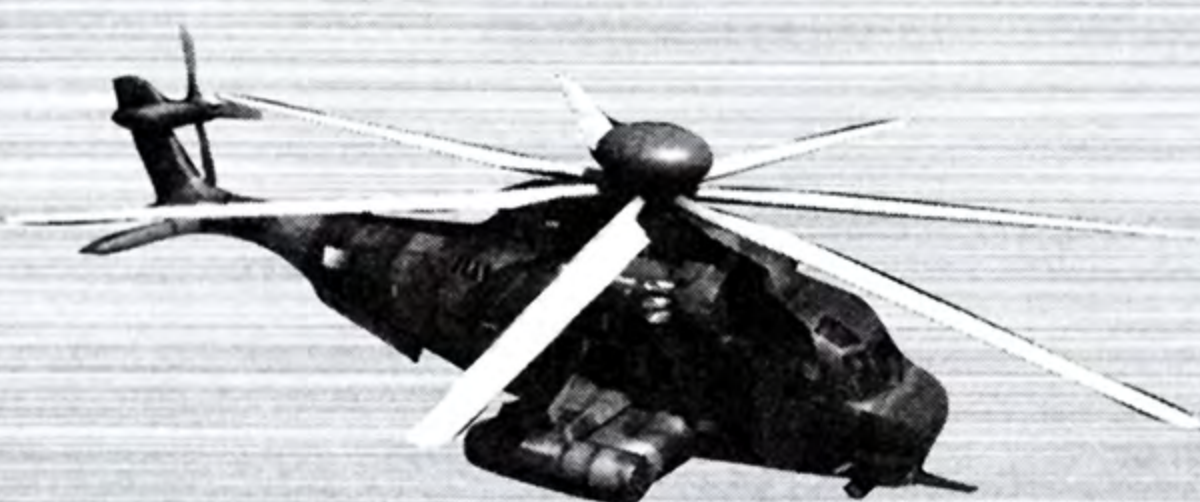
UES NAVAL FORCES

The primary naval unit used by the UES is the hovercraft. Possessing the ability to travel on land or water, the hovercraft used by the UES are equipped with heavy weaponry. With two classes of attack craft and a large, transport craft, the UES are quite capable of carrying on their evil missions on any terrain. EMP cannon fire and Guided Missile attacks will stop these fast-moving ships.



UES AIR FORCES

While their forces consist mostly of ground units, the UES have in their possession a few airborne attack units. While they are highly maneuverable and fast, these air units are few in number and will occasionally be used in combat. Intelligence reports state that the most effective way to counterattack these units are with Guided Missiles.



HINTS

- When flying into an area you're not familiar with, activate Sniper View and check it out from a safe distance first. You're asking for trouble if you don't.
- Always keep an eye on your Location and Targeting Radar. This will help you to locate supply crates (powerups), enemy units and Fireblade forces.
- Don't forget that the EMP cannon's effects will wear off after 5 minutes. So when you can, go back to immobilized units and finish them off for good!
- Don't waste ammunition for the Guided Missiles or Rail-Gun. This ammunition is extremely valuable and shouldn't be spent on small, lightly-armored units.
- If you need help completing a mission, check out the Mission Map and Mission Log sections of the Pause Menu. The information that can be found there will help you.
- Learn what enemy units will damage you the most and hit them as soon as you can with the EMP cannon.
- Remember that you must complete your Mission Objectives in order to advance to the next mission in the game!
- For increased accuracy, activate Sniper Mode and zoom in or out to bullseye the target.
- Non-guided and Swarmer Missiles are deadly to enemy infantry platoons.
- Armored Personnel Carriers (APCs) may be relatively weak when compared to tanks, but they can unload a number of troops and should be high on your "to be stopped" list.
- Conserve your Turbo fuel. You may need it during the mission and Turbo fuel isn't plentiful on the battlefield.
- Watch your Stealth Detection Meter! In some missions, stealth is the objective. Alerting guards and enemy units will result in Mission Failure!
- When being pinned down with enemy fire, try strafing and other shooting tactics to help even the fight.
- When escorting a Special Ops team, follow the commands given to you! Failure to obey these commands could get the team killed as well as yourself!

NOTES

Here's some room to write down any notes you may find on the game. Be sure to check out gaming magazines and videogame websites for more information on Fireblade!

CREDITS

KUJU ENTERTAINMENT TEAM

KUJU PRODUCTION TEAM

Executive Producer	Mark Washbrook
Project Manager	Simon Humber

KUJU PROGRAMMING TEAM

Lead Programmer	Ian Crowther
Lead Engine Programmer	Rob 'GURU' Withey
AI Programmer	San 'Sheep' Martin
GUI Programmer	Paul Louth
Sound	Matt Cloy & Dave Shillito
Tools	Matt Cloy
Additional Code	Alastair Patrick & Rhona Robson

KUJU DESIGN TEAM

Lead Designer	Steve Masters
Designer	Dino Emmanuel & Kirk Raybould
Level Building	John Wagland, Bob Jones, Matt Cloy, Ian Crowther & Sam Martin
Dialogue Script	Steve Masters & John Wagland

KUJU ART TEAM

Lead Artist	Dan Frith & Bryce Cochrane
Artist / Animator	Mike Green & Keiko Lippard
Artists	Caroline Green, Jack Griffin, Saleh Ahmed, Andrés Rovina-Roquero, Roger Mitchell, Darren Farmer, Owain Catton & Anna Chalk
GUI Design	Chris Williams

KUJU QA TEAM

London QA Team	Stephen Stanyon & Victoria Rose
Godalming QA Team	Paul Astley, Phil Noyce & Jackie Farrow
Masseuse	Sue Carberry
Special Thanks	Jonathan Newth, Julian Davis, Ian Baverstock, Tancred Dyke-Wells, Alex Cullum, Cherie Anderson, Jon 'Virgo' Vernon, Jo Birch, Siobhan Calfe & Paul Fawley

Additional Thanks	Rula Lenska, Sells Florist, Simply Indian, The Crown Public House, Badgers, Mentalists, Filthy Friday & Balbir Blugan
-------------------	---

CREDITS

MIDWAY HOME ENTERTAINMENT TEAM

MIDWAY PRODUCTION TEAM

Producer	Michael Gottlieb
Associate Producer	Zach Wood
Assistant Producer	John Stookey
Technical Director	Paul LeFevre
Art Director	Craig Rundels
Script Writer	Flint Dille
Vice President, Marketing Director, Entertainment Marketing	Helene Sheeler
Senior Product Marketing Manager	Lawrence Smith
	Cory Hudson Jones

MIDWAY SOUND & MUSIC

Music Development Manager	Aubrey Hodges
Music	Shane Kneip
Sound Effects	Dale Stump & Aubrey Hodges
Speech	Aubrey Hodges & Tom Cruse
Movie Audio Editing	Aubrey Hodges, Dale Stump, David Morris & Shane Kneip
Voice Talent	Jason Gregory, Regan Kerwin, Jim McClure, Leoni Choy, Dale Stump, Aubrey Hodges, David Norris, Leonard 'Fuzzy' Ranking, Tom Cruse & Flint Dille

MIDWAY MOVIE TEAM

Lead Artist	Murphy Michaels
Artists	Dave Young, Aaron Carlson & Jack Cheng

PRINT DESIGN & PRODUCTION

Midway Creative Services - San Diego

MIDWAY QUALITY ASSURANCE

Quality Assurance Manager	Hans Lo
Quality Assurance Supervisor	Eric Narvaez
Lead / Senior Product Analyst	Shon Flanagan
Technical Standards Analyst	Matt Kaplan & Rick Blair
Product Analyst	Steve Carosella, Curtis Barnes, Nick Munford, Eljin Whitehead, Nick Rodney, Dirk Lancaster, Ben Ratajesak, Travis Zander, Kevin Lindgren, Amber Mitchell & Aaron Boespflug

Special Thanks	Michael Abbot, Debbie Austin, Erin Shems, Chris Mowry, Stefano Dalu, Chris Vine, Yvonne White, Serena Chan, Brenda Wilson, Lee Jacobsen, Jon Mongelluzzo, Christa Woss, Aaron Orsak, Devin Shatsky, Ben Rubright & Elisa Mathez
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