

MACE GRIFFIN

BOUNTY HUNTER



MATURE



CONTENT RATED BY
ESRB



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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 FORMAT 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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GUILD OF BOUNTY HUNTERS

NEW MEMBER PRIMER

WELCOME TO THE GUILD.

I don't care where you came from or what you've done in the past, all I'm interested in is what you can do for me now. If you can handle a gun and have a penchant for dealing with scum, you might just make a good bounty hunter.

If you're going to work with us, there are a few rules you should know. Follow them and we'll all be happy, break them and you will find yourself in a world of hurt.

First, don't harm civilians—the Enforcers won't tolerate unnecessary bloodbaths. Just shoot what you've got to shoot and move on. We aren't in the business of employing psychopaths here. This is a profession—remember that and act like a professional.

Second, don't kill another Guild member. If you do, you will find yourself, once again, in a world of hurt or even dead.

Third, if you accept a mission, get on with it immediately. Our clients want results and are sometimes impatient. They aren't paying you to twiddle your thumbs and shoot the breeze. Do your job.

Finally, don't make it personal. If someone tries to kill you, remember that it's part of the job. Just get your man, dead or alive, whatever the contract says and you'll get paid. We're not out for revenge or justice—leave that to the amateurs and Enforcers. We're here to do a job.

Whether Human, Jaldari or Valleakan, just get your man and you'll get your money. You do well, and we'll pay you well. You screw up...well, don't screw up and we'll all get along just fine.

**I'll be honest.
The bounty hunter's life isn't for everyone. It can be hard, lonely, and frequently can end on the wrong side of a gun. You'll get all the risks of being an Enforcer, but without the backup. However, you'll be your own master, choosing your own jobs, equipment, and hours—it's all up to you.**

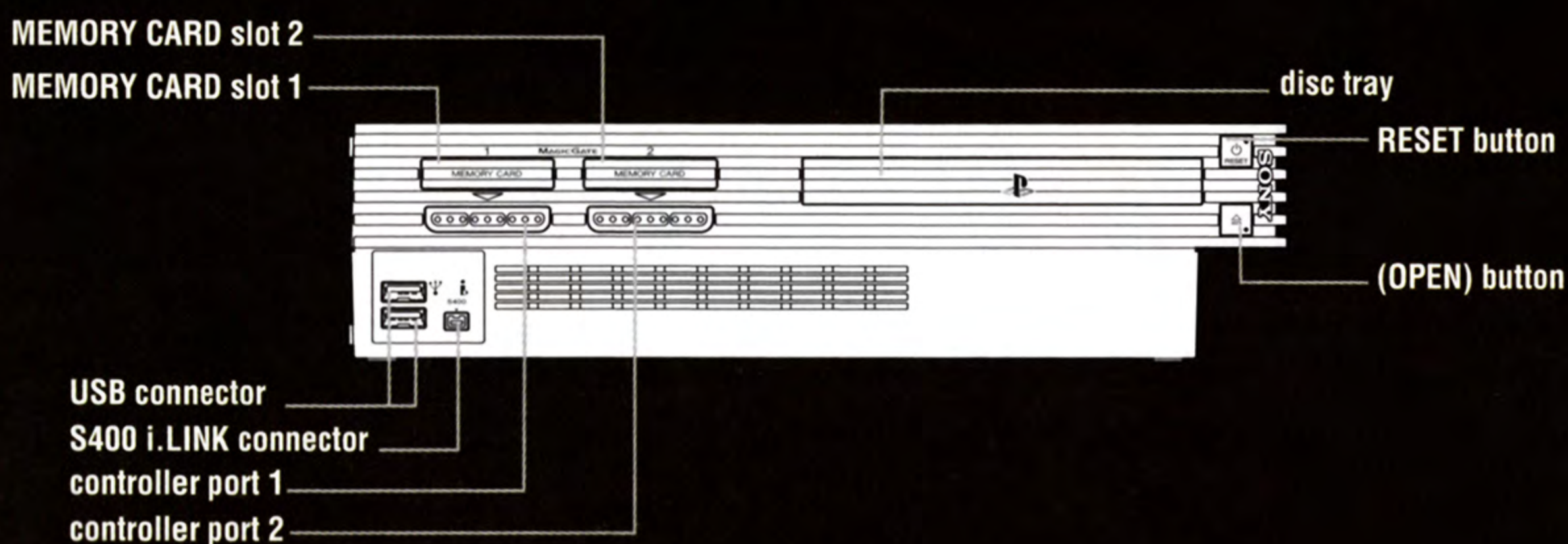
As long as you get the job done.

**ZEN MOSCONE
GUILD ADMINISTRATOR
VAGNER SYSTEM**



GETTING STARTED

PLAYSTATION® 2 SETUP



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located in 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 *Mace Griffin: Bounty Hunter* 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 the on-screen instructions and refer to this manual for information on using *Mace Griffin: Bounty Hunter*.

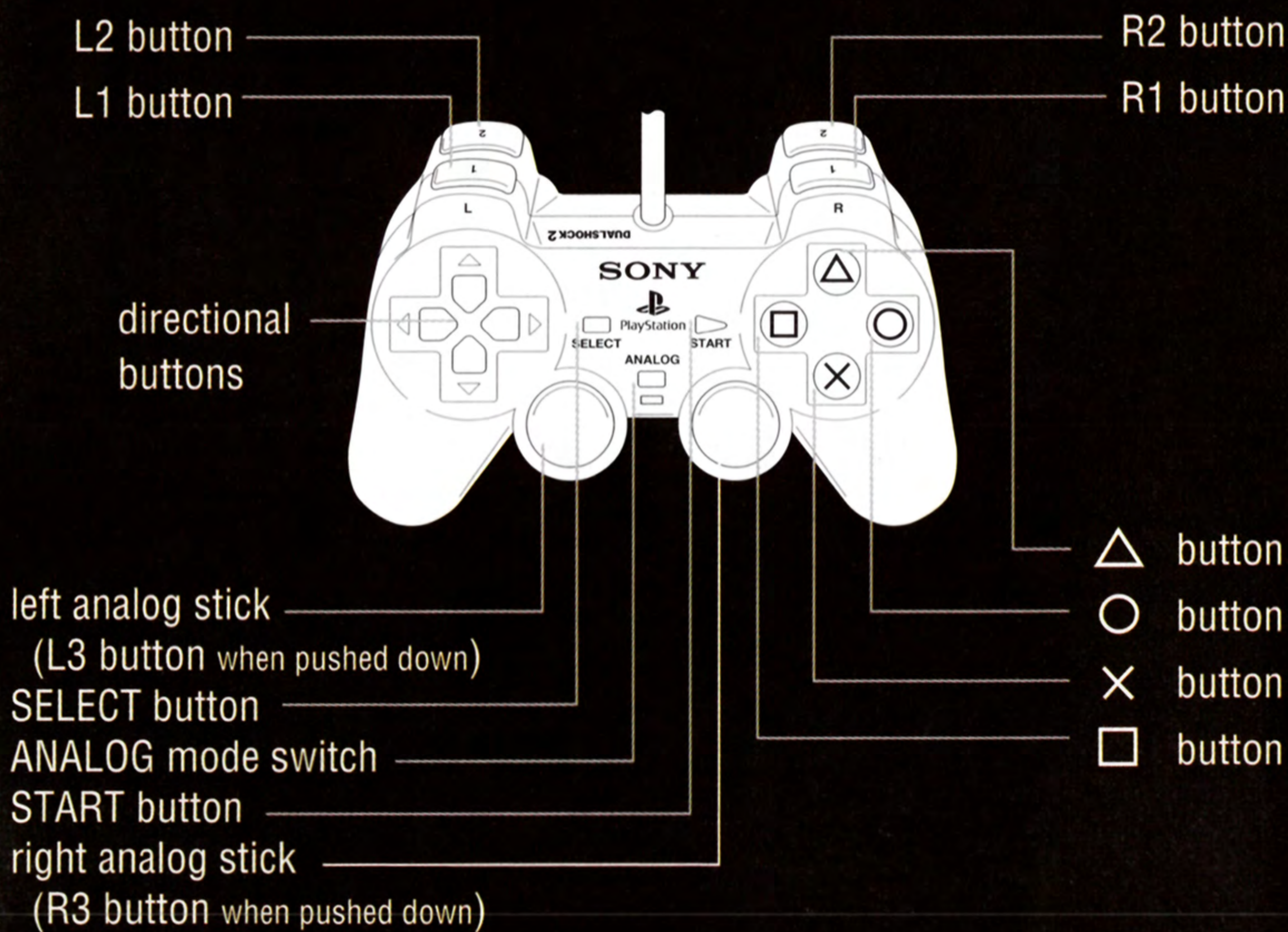
MEMORY CARD (8MB) (FOR PLAYSTATION®2)

Mace Griffin: Bounty Hunter lets you save games at their current level of play onto a memory card (8MB) (for PlayStation®2), and resume play on previously saved games. A memory card (8MB) (for PlayStation®2) is required. Insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 on the PlayStation®2 game console BEFORE starting play.

Important: Do not switch off the MAIN POWER switch, remove or insert a memory card (8MB) (for PlayStation®2), or Controllers while saving or loading games. Doing so could damage the game data.

BASIC CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



NEW MEMBER GUIDE

Now that you're a part of the Guild, there are a couple of things you'll need to know—how to get around, what to use to get the job done, and whom you'll meet along the way. Being a bounty hunter isn't all hard grind, but it ain't always easy either, and there are a few tricks of the trade that are worth knowing. This guide should get you off on the right foot; if it doesn't, you may want to rethink your career choice.

BRIEFING

At the start of each mission you'll be briefed on the key objectives and details. This information will automatically be recorded by your Heads Up Display (HUD) and ship computers.


OBJECTIVES

A series of objectives will be displayed in your HUD during each mission. You will be notified when an objective is completed, then the next one will be displayed. Some objectives are preset at the start of each mission, others are generated by your on-board TLA (Tactical-Logical-Advice) unit as events occur. You will also be given directives by people via radio communications. Objectives will usually have to be completed before the next part of a mission can commence.


WAYPOINT FINDER

Your TLA unit will also calculate the direction of your next required ground destination. This will be indicated by the waypoint finder in your HUD.

“USE” CONTROL AND INTERACTIVE OBJECTIVES

During missions it will be necessary to activate machinery and use doors and elevators. These are usually controlled by switches, which your HUD will automatically locate and display boxes around. To activate one of these switches, press the “Use” control ( button). This is also used to activate security cameras, the display screens of which can be found throughout most buildings.


TAKING OFF IN SHIPS

To acquire control of a ship, walk up to the yoke and press the “Use” control ( button). If the ship is on the ground, it will perform an automatic take-off into space. The ship can then be maneuvered using the Yoke (right analog stick) and Thrust (left analog stick up or down) controls.

TARGETING SHIPS

To target hostile ships, press the L3 button. This will target the closest ship, and subsequent presses will select the next closest ships. Once a ship is targeted, the HUD will display a box around it and a pointer in the center of the screen will show which direction it is in relation to you.

HYPER-JUMP TO DESTINATIONS

If you are ready to jump to your next destination in the system, the ship's computer will calculate the quickest route and tell you via a HUD prompt when it is ready. When this happens, press the "Use" control ( button) to activate the Hyper drive. Note that the ship will not ready itself for Hyper-Jump until all relevant objectives have been completed and the area is clear of other hostile ships.

LANDING AND LANDING BOXES

Landing is made safer and easier these days with ALE (Automatic Landing Envelopes). These virtual boxes are displayed in your HUD next to the entrance or docking point you wish to use. To make a successful landing, approach the box at your lowest speed in the direction indicated by the arrows on the box. Try to fly through the center of each frame until auto-landing takes over. If you are moving too fast or miss one of the frames, a warning will be displayed and you must turn around and try again.



You will only be given landing clearance when certain objectives have been met and/or the surrounding area is free of hostile fighters.

CONDITIONS OF SUCCESS AND FAILURE

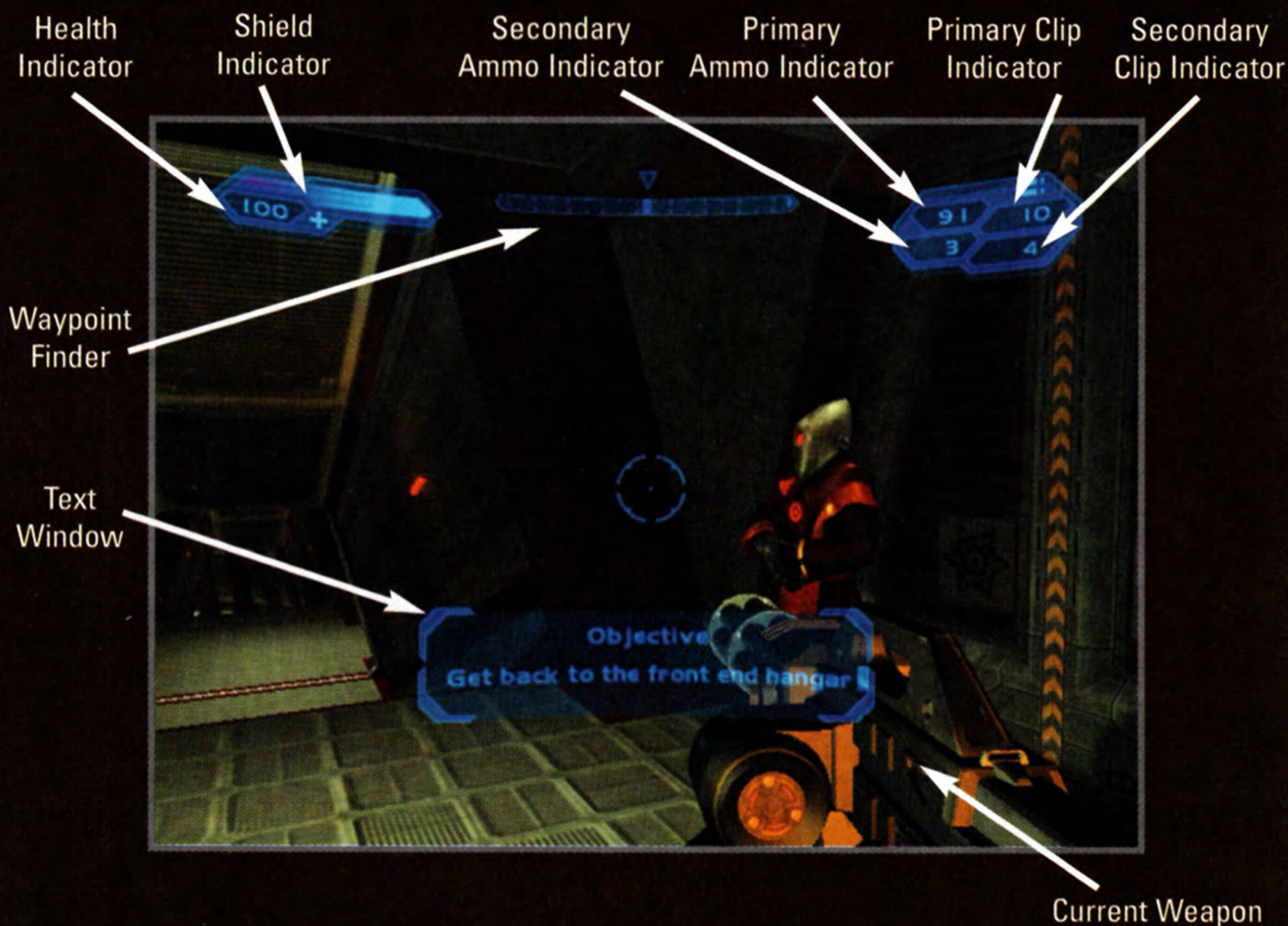
I mentioned earlier about harming civilians—you may get away with wasting the odd one, but if you rack up too many, you are out of the Guild and it's game over. The same applies if you kill or allow to be killed a character who is important or vital to the completion of a mission.

If you fail a specific mission objective that is irredeemable, you will be informed there and then, and again it's game over. We don't give second chances here.

DEFAULT GAME CONTROLS

If you want to make some cold hard cash, you've first got to learn how to get around and use your kit.

DEFAULT GROUND CONTROLS

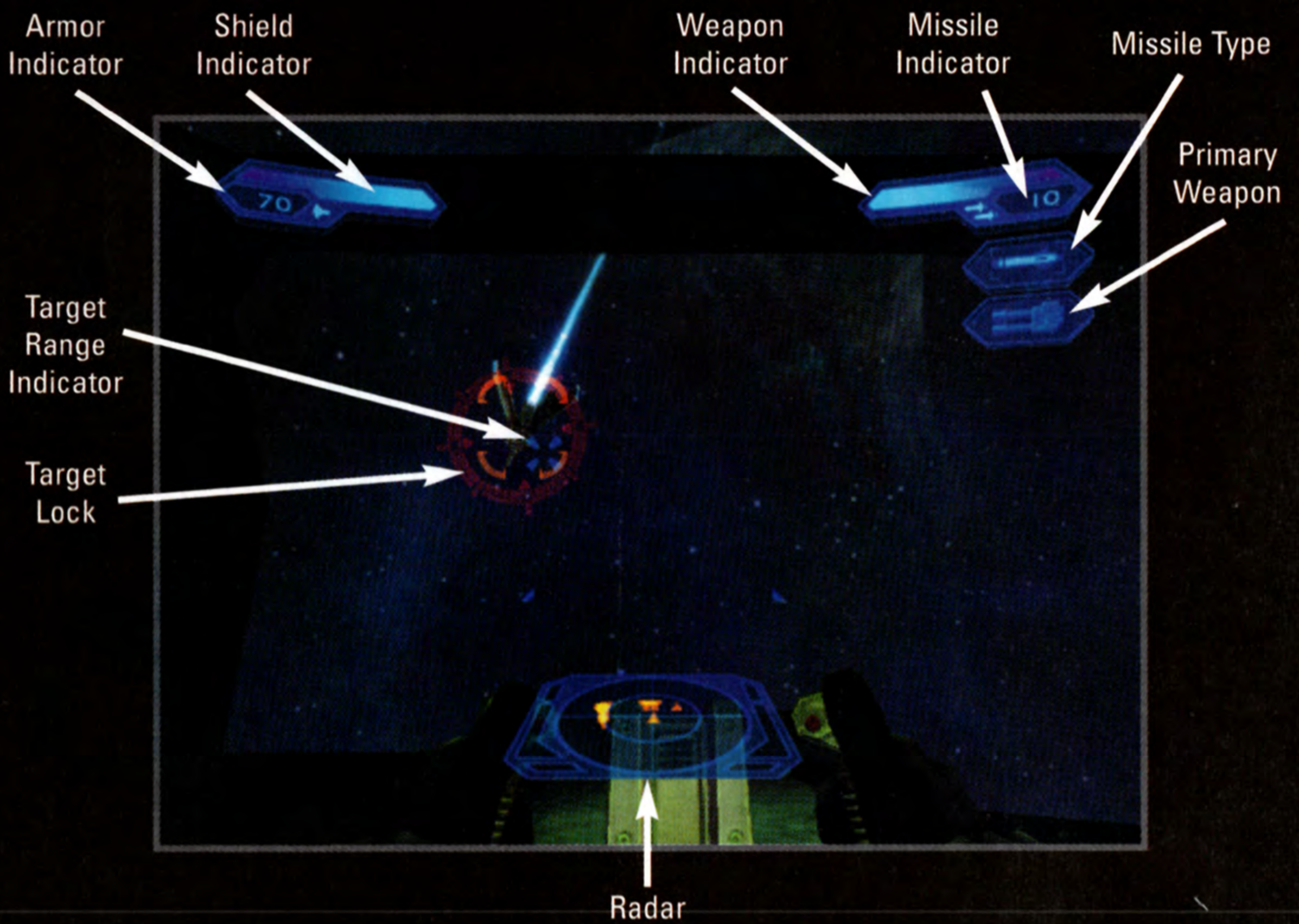


Primary fire	R1 button
Secondary fire	L1 button
Select next weapon	R2 button
Select previous weapon	L2 button
Crouch	R3 button
Toggle target lock on / off	L3 button
Activate	△ button
Reload	× button
Jump	□ button
Look Around	Right analog stick
Movement	Left analog stick
Previous weapon	Directional button up
Next weapon	Directional button down
Pause / Objectives	START button

When the sniper rifle is selected, the following controls apply:

Bring up / put down scope	L2 button
Zoom in / out	Directional buttons up and down
Fire	R2 button

DEFAULT SPACE CONTROLS



Fire laser	R1 button
Fire missile	L1 button
Select laser	R2 button
Select missile	L2 button
Use / leave ship controls / warp jump	△ button
Nearest target	× button
Next target	□ button
Yoke control	Right analog stick
Thrust / roll	Left analog stick
Strafe	Directional buttons
Pause / Objectives	START button

WEAPONS

No bounty hunter can do his job without serious firepower. If you want to bring in someone with a price on his head, either dead or alive, you're going to need something more persuasive than tough talk. Here are some of the weapons favored by the members of the Guild.

GROUND WEAPONS



ELECTRO-COSH

The Electro-Cosh is a cross between a heavy baton and a cattle prod, handy for getting through crowds or delivering a quick, debilitating strike. It comes with an X-ray-proof cover for excellent concealment. Slip the Electro-Cosh in your pocket and you're ready for anything.

Primary function: Vertical and horizontal swipe

Secondary function: Charge-up and jab to the torso



AUTOMATIC HANDGUN

This is the most popular sidearm in the Vagner system. From Korath to New Colorado, this is the one everybody reaches for in a pinch. Nothing fancy here, just the old reliable single-shot or rapid-fire action, with a 12-round magazine. If you grew up in-system, it's probably how you learned to count to 12.

Primary function: Single shot

Secondary function: Rapid fire



QUAD BARRELLED SHOTGUN

This is an old favorite, updated for today's Vagnerian. Adjustable for single or multi-barrel fire, it produces a high-caliber, scattershot blast that is devastating at short to medium range. Just wave it at the problem and squeeze the trigger.

Primary function: Single shot

Secondary function: Hold to load up to four cartridges, then release to fire



HEAVY MACHINE GUN

Fast becoming the most popular multipurpose anti-personnel weapon in the system, this gun features multiple rotating barrels with autocooling and antijamming ammo delivery. Below the barrel sits the Tannan Corporation's patented Blowfish[®] grenade system. Now standard issue with the Enforcer service.

Primary function: Automatic fire

Secondary function: Grenade launcher



SNIPER RIFLE

Sniping is an art, combining patience, invisibility, and precision. It requires a special tool, and this one features an electronic scope with automatic compensation for crosswinds and gravitational anomalies. The standard SmarteXpand[®] bullet is good for cutting through armor and has an expansion factor of 200% on impact, assuring a clean kill. All exterior surfaces absorb light and the action is completely silent.

Primary function: Fire shot

Secondary function: Toggle scope on / off



PLASMA MACHINE GUN

The best of Jaldari technology is now available to humans. The Plasma Machine Gun is fully automatic, turning the user into a one-man army! In secondary fire, it launches plasma orbs that home in on nearby heat sources. The bolts will rebound off any metallic surface, so take care in confined spaces. Most jurisdictions will require proof of training in the use of this weapon before issuing a license.

Primary function: Single press – single shot; Automatic rebounding fire

Secondary function: Hold down – charge-up homing plasma sphere



SONIC SHOCK CANNON

The “Trashman” sonic shock cannon is a versatile beast, good for any kind of small-arms engagement. It has two firing modes, a wide area stunner and a tightly focused beam. The wide stunner is just what you need to knock a roomful of combatants off their feet, without fatalities—just charge it to the power level you need. The focused beam delivers a powerful strike of vibrating kinetic energy that will break bones or puncture internal organs.

Primary function: Charge-up sonic wide rings

Secondary function: Tight focused sonic beam



ROCKET LAUNCHER

Now hand-portable even for Valleakans, this compact rocket launcher is a perfect way to up the ante in a fire-fight. The high-explosive payload will punch through rock and metal like a dream, so you’ll never be troubled by dug-in opponents again. This model offers both straight and laser-guided firing, and can launch either a single rocket or four at once to bring the house down.

Primary function: Single press - single shot. Hold to load up to four rockets then release to fire

Secondary function: Hold down to activate laser targeting



ADHESIVE REMOTELY DETONATED GRENADES

These grenades offer two great features in one small package—they stick to their target, and can be triggered remotely. They can be deployed in a number of ways, as an instant minefield, a booby-trap, or a nasty surprise—stick it onto an unsuspecting target and let ‘em take it back to their base. Oh, yeah.

Primary function: Throw grenade

Secondary function: Detonate grenade



EXPLOSIVE FLASH GRENADES

These standard hand grenades are fitted with a non-lethal flash option, guaranteed to blind unshielded humans, Valleakan, Jaldari . . . just about anything with eyes. Good for bringing a target back alive.

Primary function: Throw grenade

Secondary function: Switch function between flash and explosive charge

SHIP WEAPONS



GATLING GUN

This heavy machine gun is an essential part of any ship's arsenal. At full speed it may seem like it's shaking your boat apart, but imagine how it feels on the other end! It spews 50-caliber rounds that will eventually chew through any ground or space target you can find. It delivers 200 rounds per second with tracer, and is nitrogen cooled when used outside a hard vacuum. Incorporating a magnetic delivery system, this gun has a potential jamming factor of less than 0.0000002%.



PLASMA LASER

The Plasma Laser Cannon is the default laser for the average flight jockey. The laser bolts are fired at a fast rate and are low strength. Compatible with most ship's blind fire systems—turning off blind fire results in a 40% increase in the strength of the lasers with no increase to the drain rate of the ship's central power core. Constant automatic fire for a maximum of 30 seconds before power needs to equalize.



PULSE LASER

Expecting some heavier opposition? The Pulse Laser Cannon's rate of fire is slower than that of the Plasma Laser Cannon but is far more potent. It fires large laser orbs at approximately half the rate of fire of its lighter contemporary, but each orb is at least three times as powerful. Compatible with ship's blind-fire system—turning off blind fire results in a 30% increase in the strength of the lasers with no increase to the drain rate of the ship's central power core. Constant automatic fire for a maximum of 20 seconds before power needs to equalize.



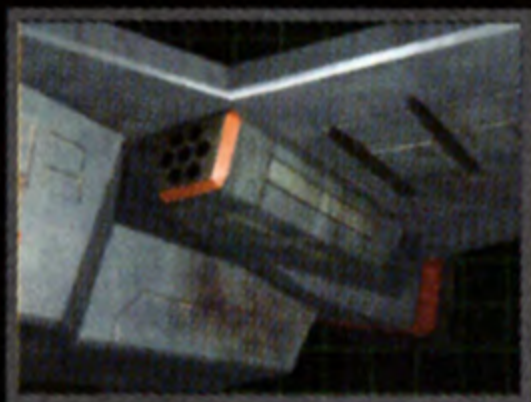
STREAM LASER

This is the heavy end of the standard line of laser cannons. The Stream Laser Cannon is slower and bigger than its counterparts, but it fires plasma-generated laser orbs that deliver a knockout punch. Any standard power plant can handle 10-second automatic bursts, and each orb has heat-seeking capability. In any normal ship-to-ship encounter, you'll be the biggest kid on the block.



TRIDAL NOVA CANNON

The Tridal Nova Cannon is one big gun. This weapon combines three separately mounted beams into one searing column of destruction. Hold down the trigger to charge it up, and then release to fire—no one in its path will be back to bother you again. If you need this sort of firepower, think about installing a separate generator to power it—the power drain is considerable, but so is the payoff.



NON-LOCKING MISSILES

These rockets carry a phosphorous-based incendiary payload. Each one can be hand-piloted to target, even by amateurs—just direct the crosshair where you want the missile to fly. The missiles come in pods of 50, making it forgivable to waste them in the heat of a battle.



LOCKING MISSILES

This weapon features an explosive charge capable of breaching armor under 20mm thick. The missiles, which are locked and primed for firing when the player keeps an enemy ship in view for 7 seconds or more, are projected forward by solid rocket fuel that keeps the projectile moving at top speed for up to 30 seconds.

SHIPS

There are plenty of ships in the Vagner system, but only a few meet the requirements of the modern bounty hunter, particularly those that pack a little extra firepower and armor. Here are a couple you may have the opportunity to use on the job.



THE PALLBEARER MK III (RANGER SHIP)

The Pallbearer MK III was the Ranger's ship of choice, used by eight-man combat teams before the service was dissolved. Boasting good speed, strength and maneuverability, it will perform most tasks demanded of it, accommodating a comprehensive range of weapons, equipment and propulsion systems. No two pallbearers look the same, as they will have been fitted with a different combination of modular upgrades. The life support systems can keep up to ten people alive for a month.



"MUSTANG" COMBAT DROPSHIP

This heavyweight, tough, fast-moving beast is designed for planetary incursions and general space combat. It can get a combat team in and out safe and fast, with an over-powered fusion plant rated for twice its mass. Armor plate, twin laser turrets and a complement of heavy-duty ballistics will take care of any trouble along the way.

And here are some ships you are likely to find yourself on the wrong side of.



HUMAN FIGHTER "BUZZSAW"

The Tannan Corp. manufactures the standard fighter designed to meet the needs of human pilots. Built intentionally not to pose any threat to the Enforcers, the fighter has medium flying, defensive and offensive capabilities, making it balanced, but uninspiring to pilots. This single seat craft is mainly used to escort convoys of settlers or cargo, but can also be found protecting industrial operations around the system.



JALDARI FIGHTER "SLEDGEHAMMER"

This is a big ship, built for the bulk of your average Jaldari. What this ship lacks in maneuverability and stealth, it makes up in brute force and strength. The Sledgehammer comes with all the Jaldari hallmarks—reinforced frame, double-braced hull, and heavy-duty weaponry. Structurally, everything's about a third thicker than it needs to be.



VALLEAKAN FIGHTER "WRAITH"

Ever fly a boat with Valleakan technology? This is the real thing—faster than anything human. Admittedly, it has light armor and shielding, but you can't hit what you can't catch, right? Be careful when taking one of these on; this fighter can run rings around the opposition. It's very hard for a human pilot to fly due to the speed required for control input.



ENFORCER FIGHTER

Powered by Tannan Corp. technology, the Enforcer fighters boast both speed and muscle. Manned by a pilot and a navigator who also handles secondary weapon control, this craft can prove a formidable opponent. A combination of highly trained crew and technological excellence.



GENERIC CARRIER

The workhorse ship of the system, it features hangars capable of holding fighters and other smaller ships. While these carriers look mostly the same outside, their interiors are custom built to suit their purpose. They are protected by laser turrets and, in some cases, a small complement of fighters.

NEW TO THE VAGNER SYSTEM?

Well, hopefully, you're not too new to the Vagner system. If you are, you need to be aware of some major players that you will cross paths with in your line of work.

ENFORCERS

In 2784 a group of large companies founded the Enforcer police service in the Vagner system. Their mandate was to protect the interests of these businesses, along with law-abiding colonists, a stipulation made by the federal government. In this capacity, the Enforcers undertake a wide range of missions. They combat piracy, smuggling, and other threats to free trade; this ranges from routine stop-and-search checks to escort duty to organized raids on smuggler hideouts. They also enforce mining claims, based on the IMC (Intersystem Mining Commission) database. When the Ranger service was dissolved, the Enforcers became the sole guardians of the law in the Vagner system. They are well equipped but notoriously ham-fisted, and in general are best avoided. They tolerate the activity of bounty hunters as this saves them from dealing with the system's worst criminals.

TANNAN CORPORATION

The Tannan Corporation is the primary manufacturing and research company operating in the Vagner system. It produces everything from health care to weapons and ships. Chances are that you own not one but many of their products. On many occasions its integrity has been in question due to numerous court battles with smaller businesses, mainly over mining rights, but due to its size it usually comes out on top. The Tannan Corporation is the backbone of the Vagnerian economy.

ORDER OF VIRTUAL LIGHT

I've never been one for religion, but those who need a little faith usually gravitate towards the Order of Virtual Light. The Order presents a technophile variation on your basic ancient religions, and thousands of the faith-hungry have become their acolytes. The core of their beliefs involves the sacredness of technology and the possibility of rebirth by passing through the Eye of Antilles, a wormhole in the Delta quadrant. Much of the followers' time and money are spent in the Transcendence Lotteries, as they await their chance to be aboard one of the Tombships that pass through the wormhole. You will see Acolytes in almost any major settlement in the Vagner system, instantly recognizable by their odd high-tech masks, which control their sensory input and subject them to a 24-hour broadcast controlled by the Order. In lieu of facial expression, these masks display images that reflect the wearer's mood.

SPECIES

The Vagner system is inhabited by a variety of species, both indigenous and foreign. Here are some, both friendly and ferocious, that you are likely to encounter.



HUMAN SETTLERS

Nearly all humans who come to the Vagner system do so with the same goal—to make a new start, forge a new life, and find wealth. Most have little but their skills and grit, and find employment mining or farming for one of the large corporations. Dress in the Vagner system is mostly plain and functional—there is little room for luxury. With their technical know-how and willingness to tackle the toughest challenge, human settlers tend to work in the engineering side of the colonization effort.

JALDARI SETTLERS

Significant numbers of Jaldari have made their way to Vagner from Datrakan, their home planet in the Hasali system. Much stronger and hardier than humans or Valleakans, they are usually employed as manual laborers. Despite their size and strength, the Jaldari are not naturally aggressive or warlike, although they are fearsome when roused. On Datrakan, the Jaldari live in rural settlements, and even in the mines and grubby spaceports they walk with the quiet dignity of a proud, independent people. Their culture is a spiritual and largely peaceful one.



VALLEAKAN SETTLERS

Travelers in the Vagner system often see a Valleakan handling scientific or financial affairs. This small, agile species comes from small wetland communities on the planet Y'trage in the Dela system. Among spacefarers there is admiration for Valleakan technology and intelligence, but little respect for their ethics—trickery and shrewd trading are valued among them. Despite the Valleakans' size, no one should underestimate their ferocity. When roused, they are capable of aggression in word and deed. In the chaotic Frontier, the Valleakans are thriving.



SPEARLEG



Three-legged beings are relatively rare in explored space, but spearlegs have proved highly successful in their native biosphere. They are capable of outrunning most prey on the wide-open plains. Their staple diet is a small rodent-like creature that moves among the grasses and burrows in the soft ground. But even a lone spearleg will not scruple to prey on humans, which is one reason that Gado ranchers go armed.

NORBU OR “ICE BEAST”

On Korath, Ice Beasts fill roughly the same ecological niche that polar bears do on earth. These nine-foot-tall bipeds hibernate most of the day, emerging from their caves to feast on Korattan snappers or other small prey. Virtually invisible on the hunt, they have been known to pull an ice miner from his post without leaving a trace, save for a flicker of white motion on a security camera. Their pelts are much prized, but only the bravest will hunt them on the ground.



GADO



Since ancient times, the Jaldari have bred and eaten Gado. Generations of domestication have made them the perfect cattle. These beasts weigh seven tons, and nearly all of their body mass can be eaten or utilized in some way. Most of their energy and intellect is expended on eating enough grass to sustain their enormous metabolism. They are now cultivated on dozens of planets and planetoids. Gado ranching requires fast reflexes and strong nerves—their sheer size and clumsiness make them dangerous, and a panicked Gado could easily lay waste to a city block.

ARACHNID

No one ever properly named these loathsome spider-like pests, and no one knows their place of origin. It must lie somewhere in the Vagner system because shortly after mining began, settlers began discovering them in every ship that traveled in-system. Even full depressurization won't always clean a ship out. Their sole virtue is that they feed on cockroaches.



**THAT'S ABOUT IT. I THINK YOU SHOULD BE
READY NOW. GO GET THAT FIRST JOB AND HUNT
THEM DOWN ... DEAD OR ALIVE ... WHATEVER
IT TAKES.**

GOOD LUCK, BOUNTY HUNTER.

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