

RezTM



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.

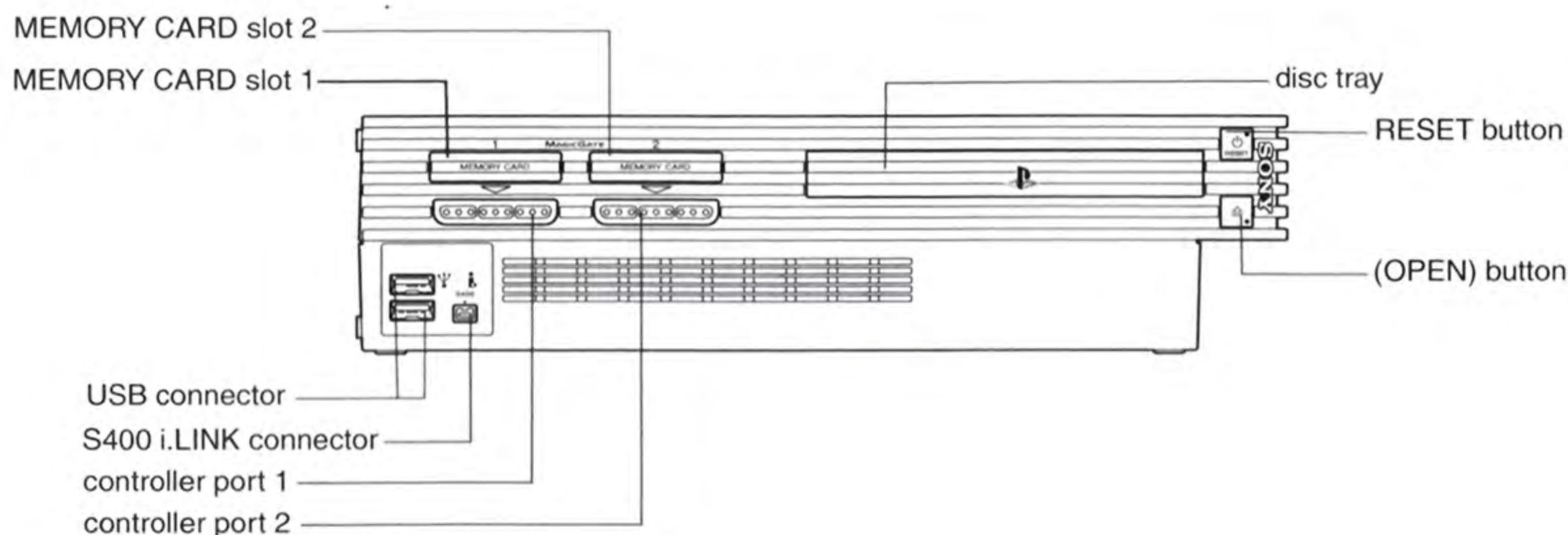
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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.

TABLE OF CONTENTS

GETTING STARTED	2
STARTING UP	3
SETTING UP	4
MEMORY CARDS	4
CONTROLS	6
MAIN MENU	7
SUB-SYSTEM	8
GAMESCREEN	9
HACKING	10
EVOLUTION	12
SUPPORT ITEMS	13
PAUSE MENU	15
OPTIONS	17
CREDITS	19
NOTES	20

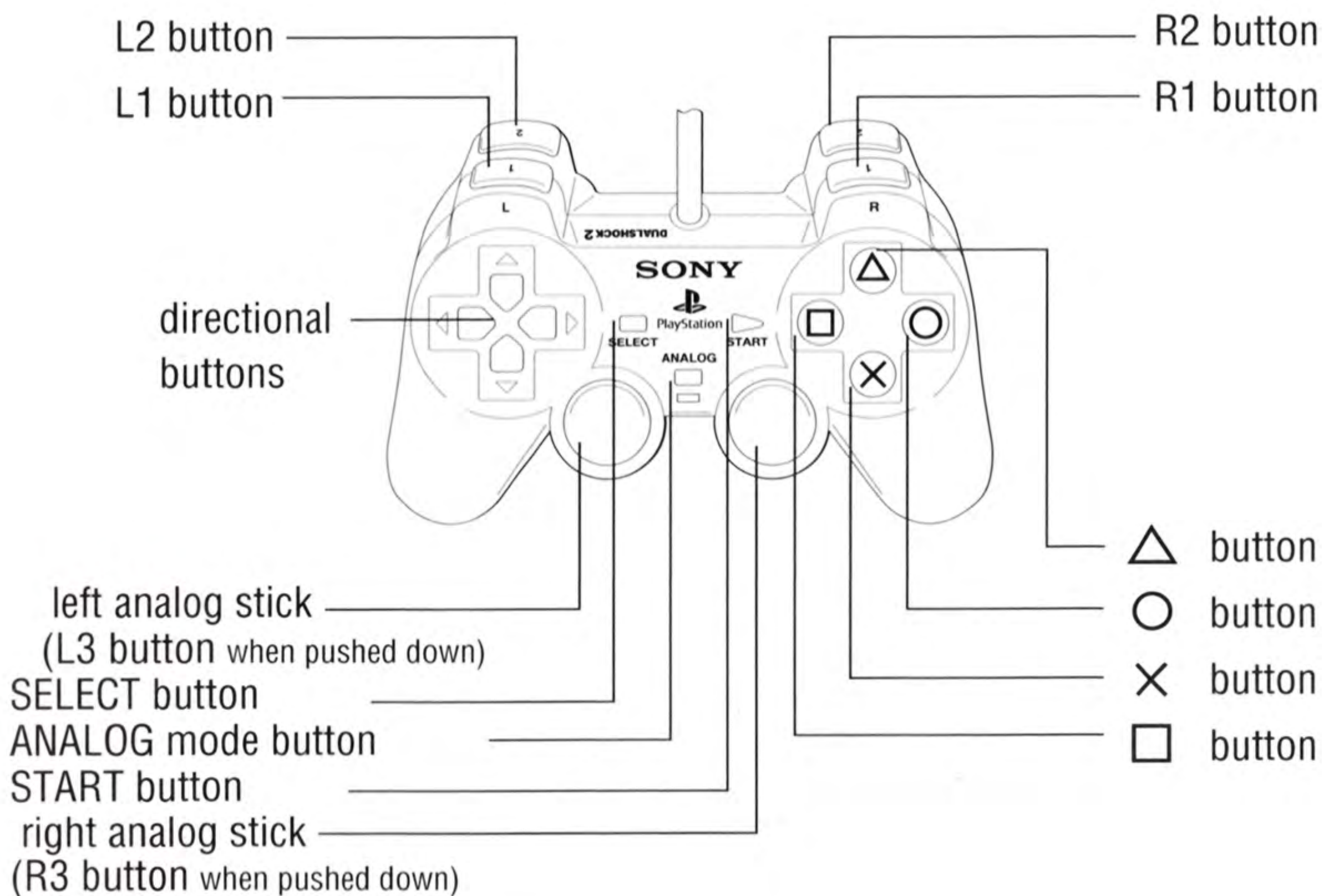
GETTING STARTED



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 REZ 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.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



SETTING UP

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 off. Attach game controllers / other accessories as appropriate BEFORE you switch your console on. It is advised that you do not insert or remove accessories once the power is turned on.

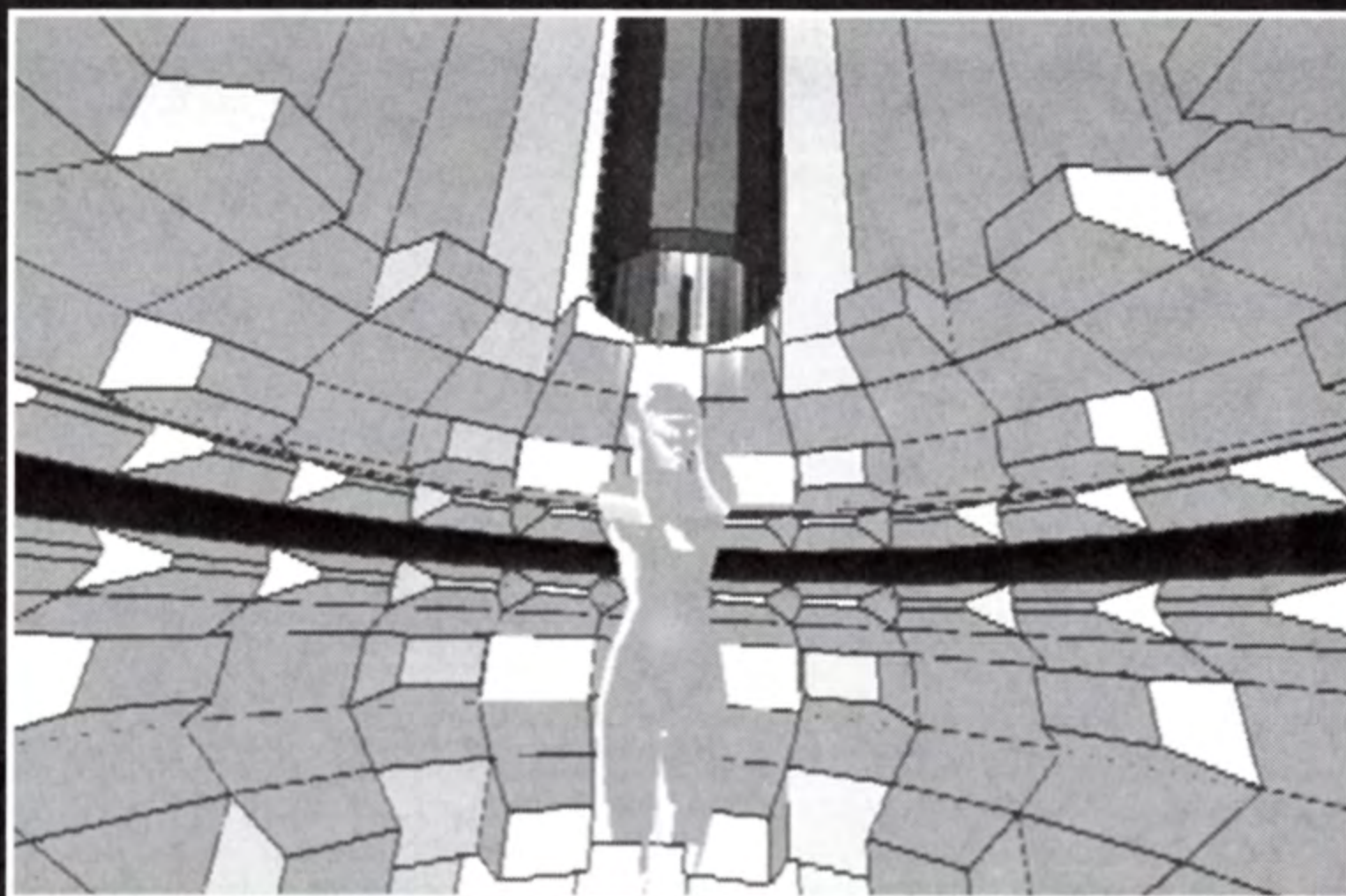
Now turn the console ON by pressing the MAIN POWER switch and press the [STANDBY]/RESET button. When the [STANDBY] indicator lights up green, press the [OPEN] button and the disc tray will open. Place the Rez™ disc on the disc tray with the label side facing up. Press the [OPEN] button again and the disc tray will close. Finally, press the [STANDBY]/RESET button again before commencing play.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development. All screenshots for this manual have been taken from the English version of this game, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

MEMORY CARDS

PLEASE NOTE: throughout this manual, the term 'Memory Card' is used to describe the Memory Card (8MB) (for PlayStation®2) - (product code SCPH-10020 E). Memory Cards (SCPH-1020 E) designed for use with PlayStation® (PS one™) format software are not compatible with this game.

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1 of your PlayStation®2. You can load saved game data from the inserted Memory Card, or any Memory Card containing previously saved Rez™ data. Make sure there is enough free space on your Memory Card before commencing play.



The world has become massively overpopulated. The rapidly expanding network society has been crippled by rising crime rates and is on the verge of meltdown.

A new system, 'Project-K', has been created in an attempt to resolve the situation. At the core of the system is an artificial intelligence center named 'Eden'.

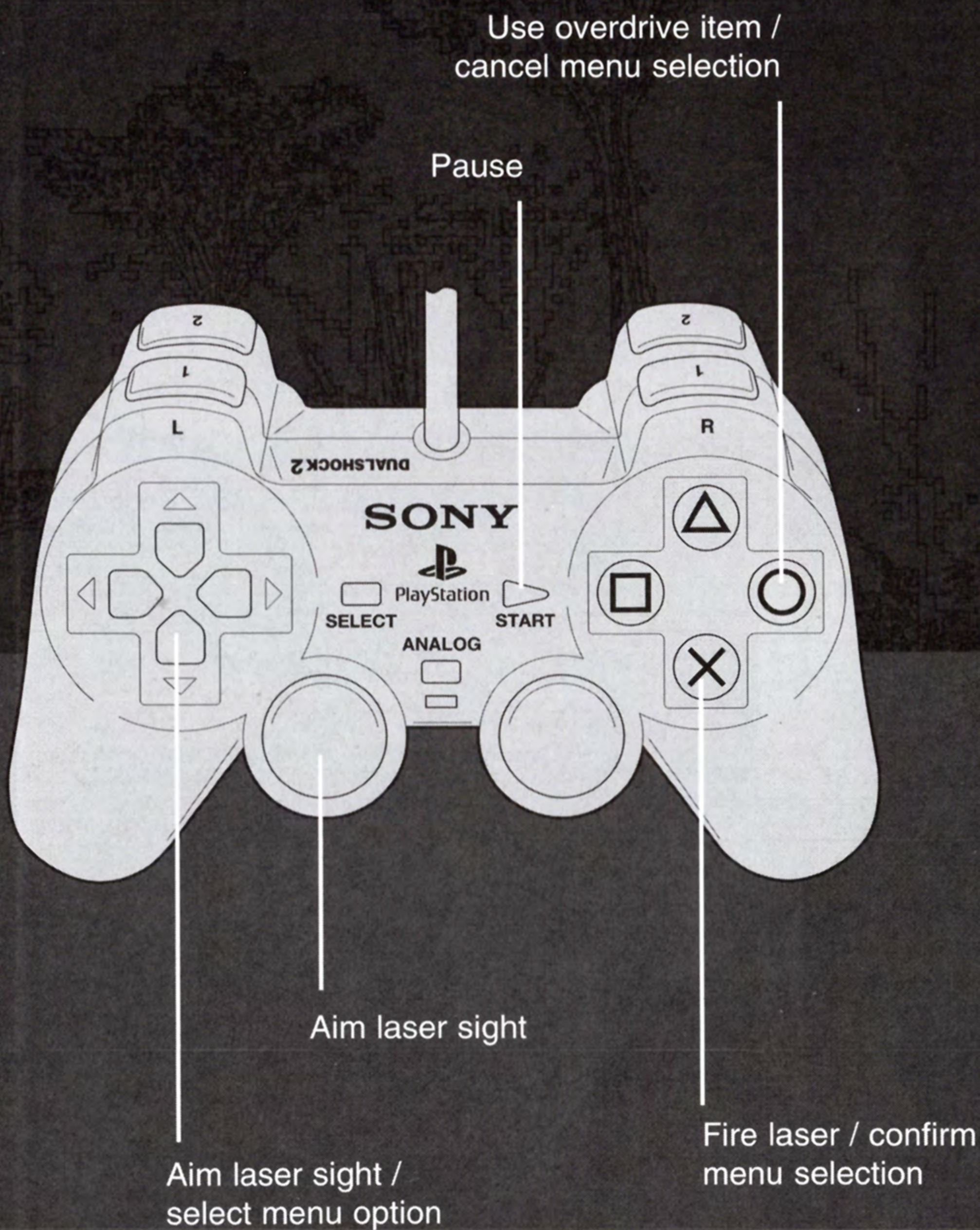
Eden has more advanced A.I. than any machine that has ever previously existed. It has the ability to process vast amounts of information at once, and to use that information to form its own uniquely advanced independent thoughts. Some would say that Eden has even developed a consciousness.

However, Eden became confused when the flow of information being sent to it began to greatly increase in speed and volume. Eden started to question the meaning of its existence and the consequences of its actions. Finding itself surrounded by paradoxes, and realizing the power of autonomy which it possessed, Eden began to shut itself down.

Now you are about to travel into the cyberspace of the Project-K Network on a mission to re-awaken Eden. You must gain access to each area and level of the system, destroying any Viruses and Firewalls you encounter.

Open your senses...

CONTROLS



NOTE: This is the default button configuration. You can change the SHOT and OVERDRIVE buttons from the Options screen.

STARTUP

LOAD DATA

If there is a Memory Card containing previously saved Rez™ data inserted into MEMORY CARD slot 1, the data will be automatically loaded on startup. A message notifying you of this will be displayed. Press the ✕ button to continue.

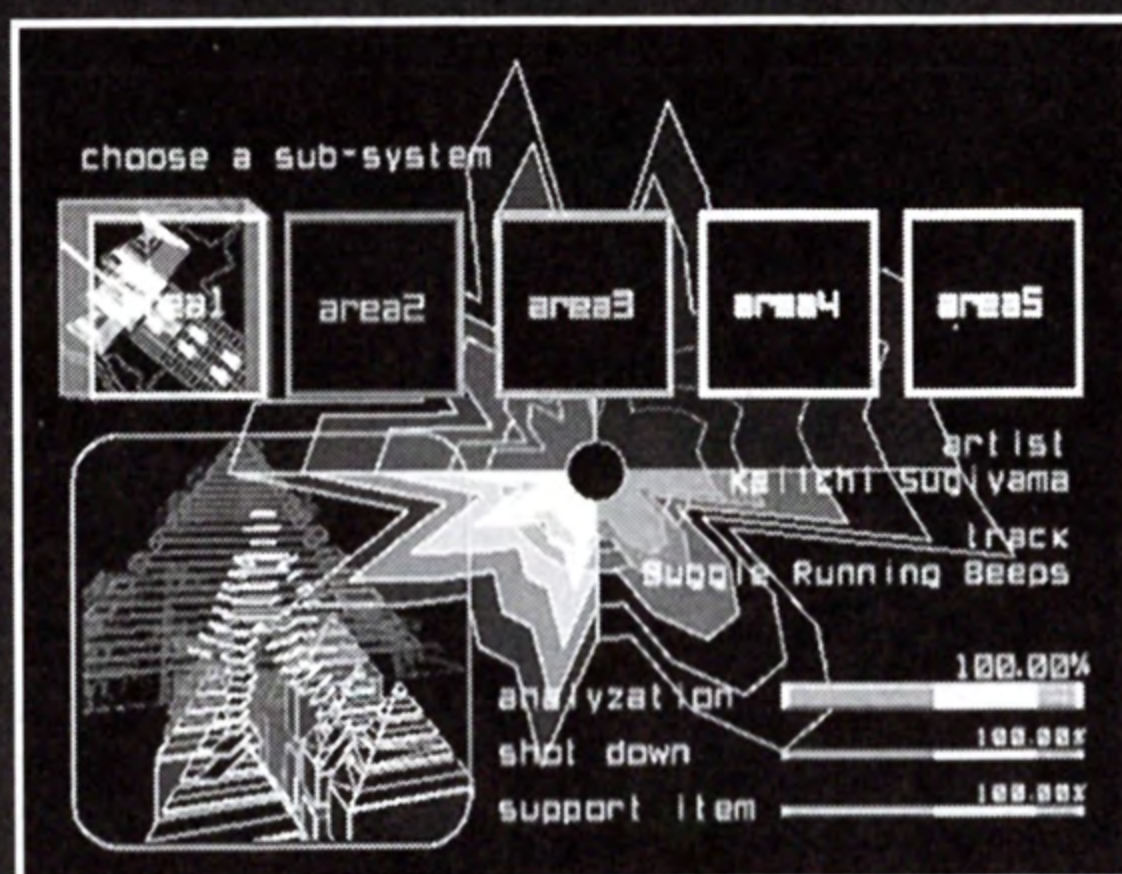
DISPLAYING THE MAIN ACCESS MENU



Press the START button at the Title Screen to display the Main Access Menu. You will be given the following options: TRAVELLING, PLAY, OPTIONS and HOW TO PLAY. These options are explained in more detail later in this manual.

NOTE: Two additional modes, Score Attack and Beyond Mode, eventually become available based on your performance within the game.

SUB-SYSTEM SELECT SCREEN



This screen gives you access to the Network Sub-Systems or 'Areas'. Initially, you will only be able to enter Area 1 - other Sub-Systems will be unlocked as you progress through the Network.

The stats for each Area you have cleared will be displayed in the bottom right-hand corner of the Sub-System Select Screen:

- ANALYZATION - the percentage of layer levels you accessed
- SHOT DOWN - the percentage of Viruses you successfully destroyed
- SUPPORT ITEM - the percentage of support items you collected

You can exit the Sub-System Select Screen by pressing the ● button. This will reset your status to the default First Form, so you must select YES to confirm.

THE GAMESCREEN



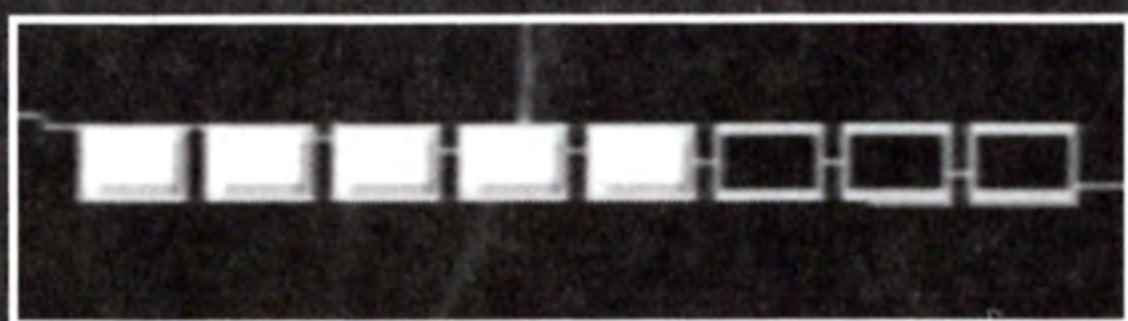
INFORMATION WINDOW (Heads Up Display)

Displays details of the Viruses you have destroyed and the current status of the Sub-System you are hacking.

SCORE

Your current score (only displayed in Score Attack and Direct Assault Modes).

PROGRESS GAUGE



For each Progress Node you collect, one bar in this gauge will turn white. When the gauge is full, you will evolve into a new form.

OVERDRIVE GAUGE



Shows how many Overdrive Nodes you have collected – each red bar equals one Overdrive.

LASER SIGHT

Aim this at Viruses and press the **✖** button to lock-on. The number of Viruses you are currently targeting will be displayed in the Cursor Sight. Release the **✖** button to open fire.

HACKING PROCEDURE

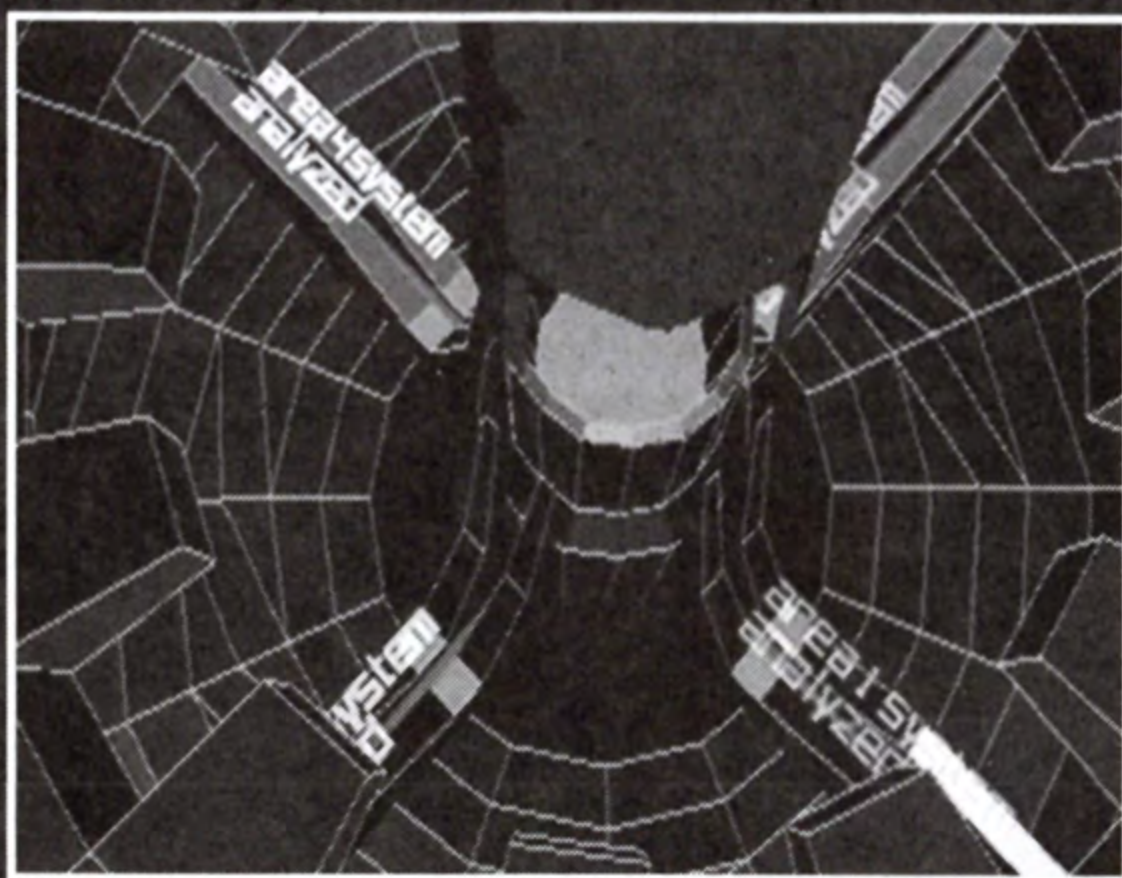
Before you can gain access to Eden, you must unlock the various Area Sub-Systems by destroying the Viruses that inhabit them.

THE LOCK-ON LASER

To lock onto a Virus, aim the cursor at it and press the **✕** button. If you hold the **✕** button down, you can then aim the cursor at other targets, up to a maximum of eight. When you release the **✕** button, the laser will open fire, and all the Viruses you have locked onto will be destroyed.

AREAS

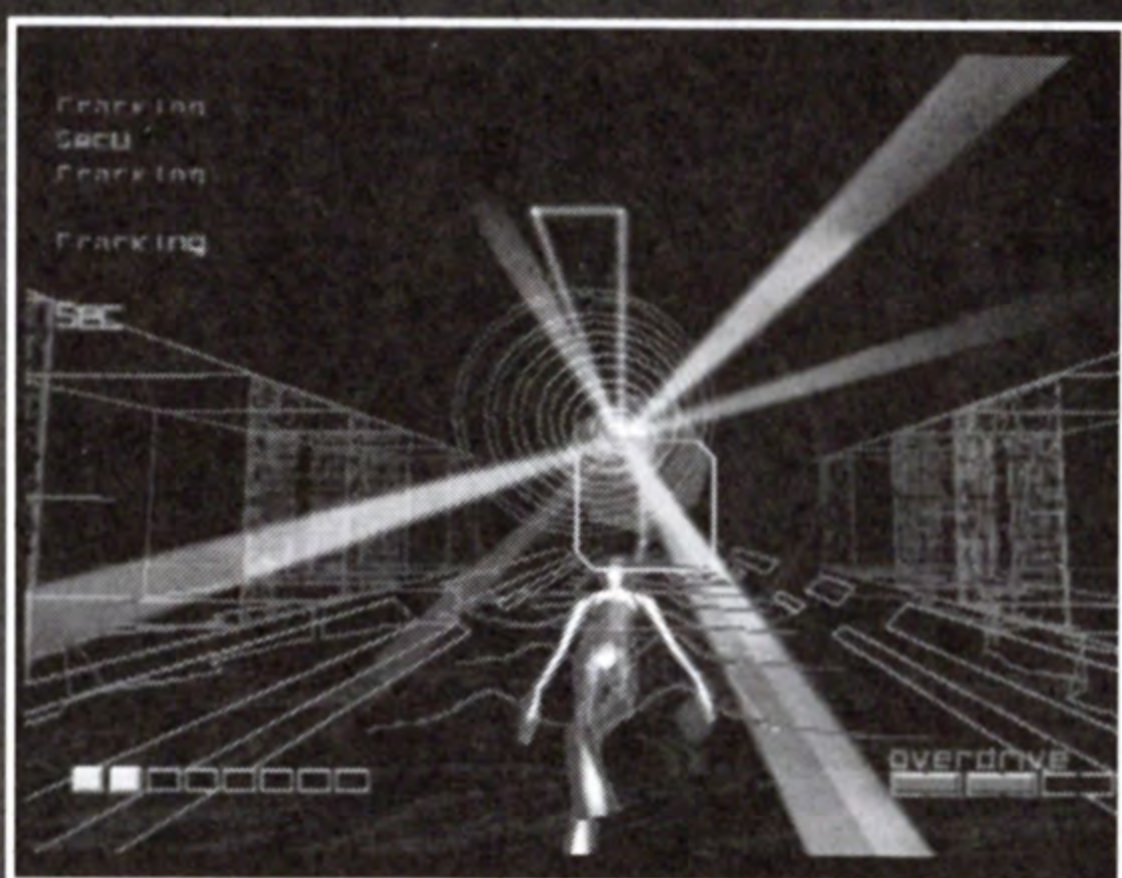
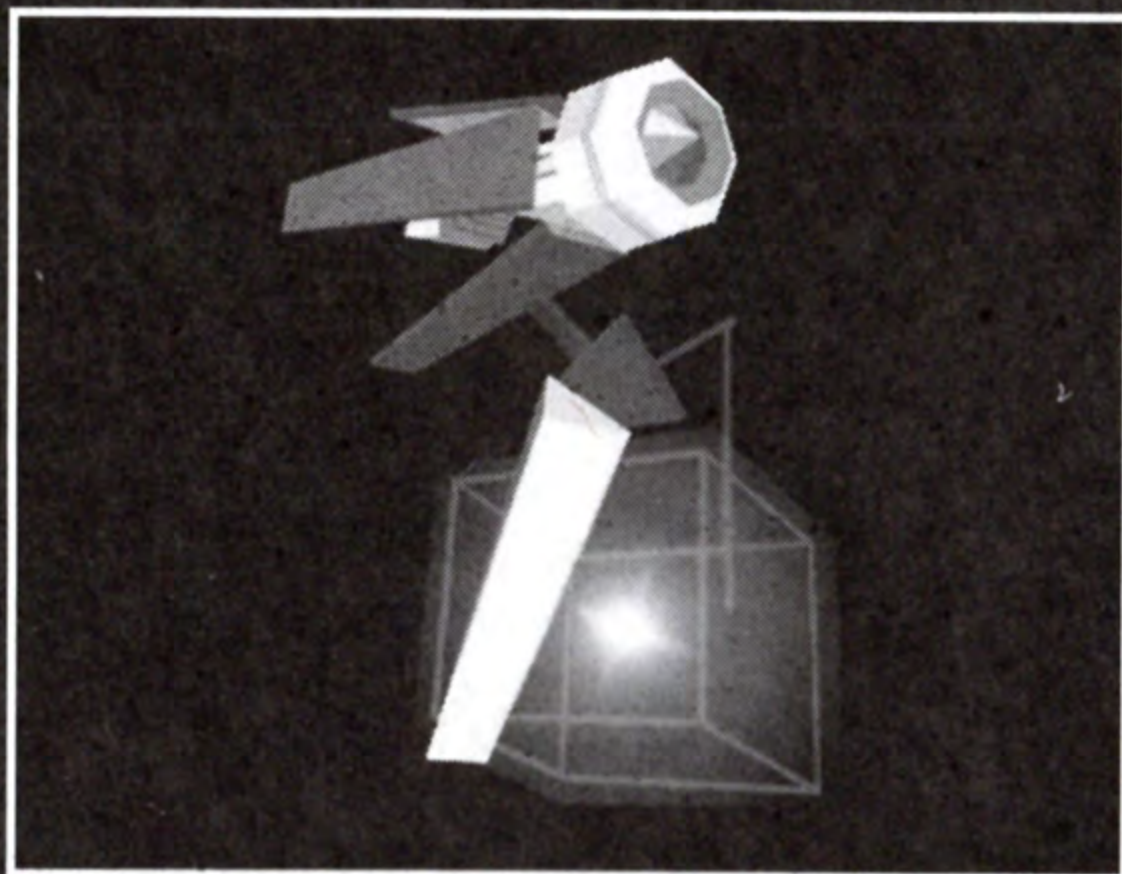
Each Area is made up of two phases – the Infiltration Phase, where you must destroy Viruses to hack into the System, and the Boss Phase, where you will face the Firewall protecting the Network Core. To clear the Area, you must defeat the Firewall Boss.



Areas are unlocked successively. To unlock Area 5, you must achieve 100% analyzation in Areas 1-4 by shooting every single Network Opening. Your analyzation percentage is determined by the number of Network Openings you shoot – for example, if you only shoot eight of the Network Openings in an area, you will only score 80%. Network Openings are explained in the next section.

LAYER LEVELS

Each Area is made up of ten layer levels. To enter a new Layer Level, first destroy the Password Protector. This will give you access to the Network Opening, which you must then shoot eight times.



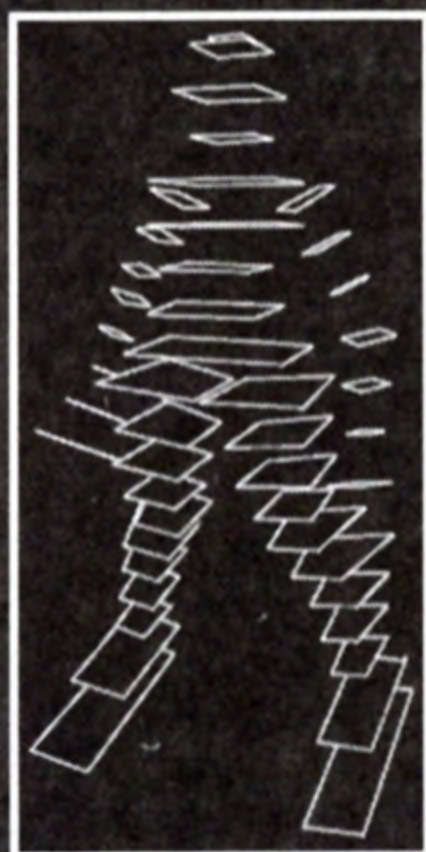
CHANGING YOUR PERSPECTIVE

When you are in the network, you move along a predetermined system corridor and cannot change your position. Nor can you dodge attacks from missiles – you must use your Lock-On cursor to protect yourself before they hit you. However, you can change your perspective by pushing up, down, left, or right direction with the left analog stick. The range of your viewpoint can be up to 150° in the Infiltration Phase. However, in the Boss Phase, you will have a 360° clear view.

EVOLUTION



Level 00



Level 01



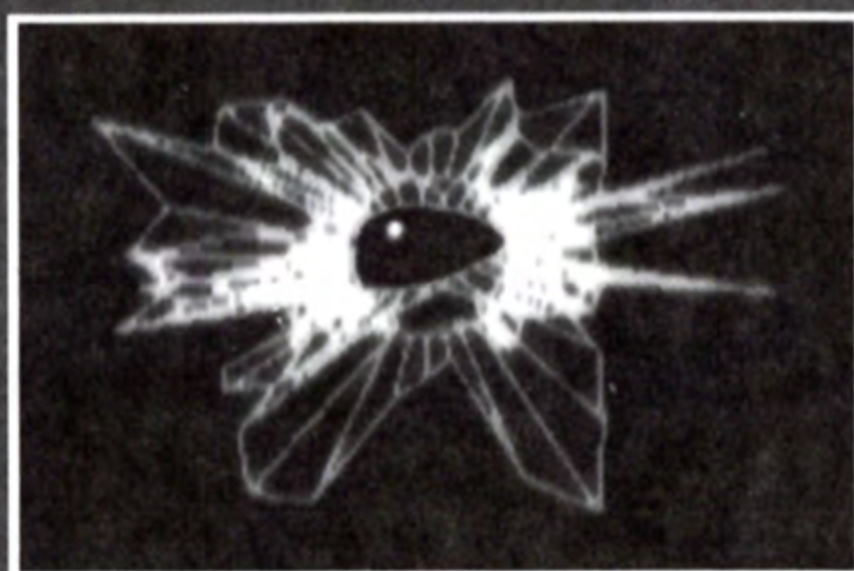
Level 02



Level 03



Level 04



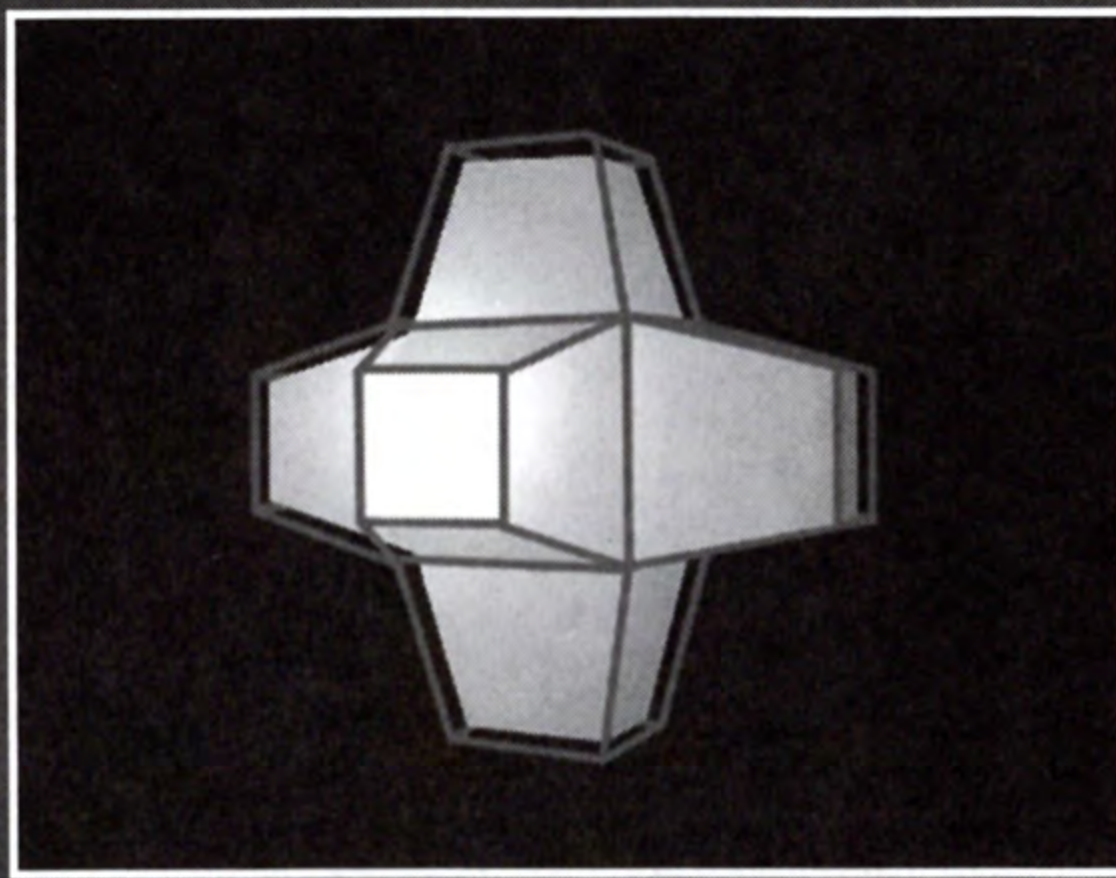
Level 05

These are the forms you can evolve and devolve into. When your hacking session begins, you will be in the First Form state. Evolution only occurs when the user acquires enough Progress Nodes to fill the 8 blocks in the Progress Gauge. Keep in mind that normal Progress Nodes fill only 1 block in the Progress Gauge, while a 3X Progress Node will fill 3. If you are damaged by a Virus, you will devolve into the previous form. If you are already in the Zero Form state when you are damaged, it's game over.

SUPPORT ITEMS

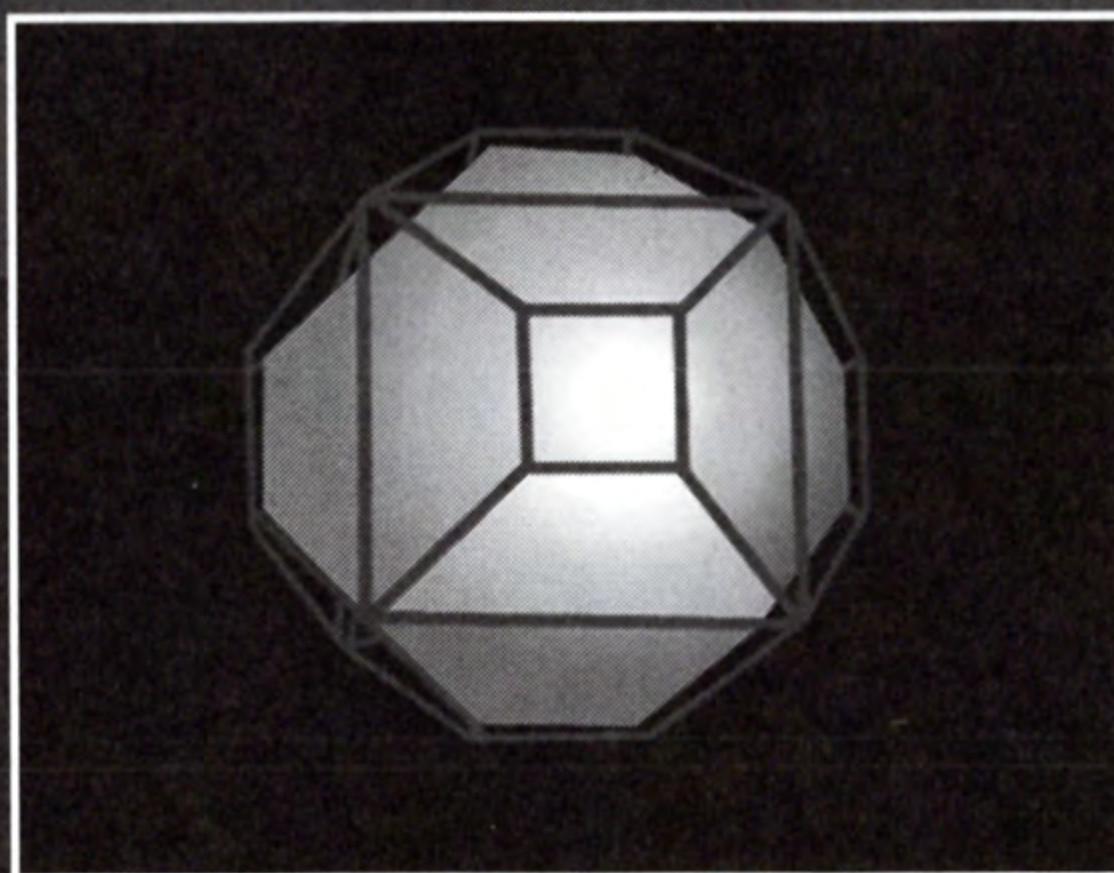
These items will appear when you destroy certain Viruses.
To collect an item, lock onto it and shoot as you would an enemy.

PROGRESS NODE



If you fill up the Progress Gauge by collecting eight of these, you will evolve into the next form.

3X PROGRESS NODE



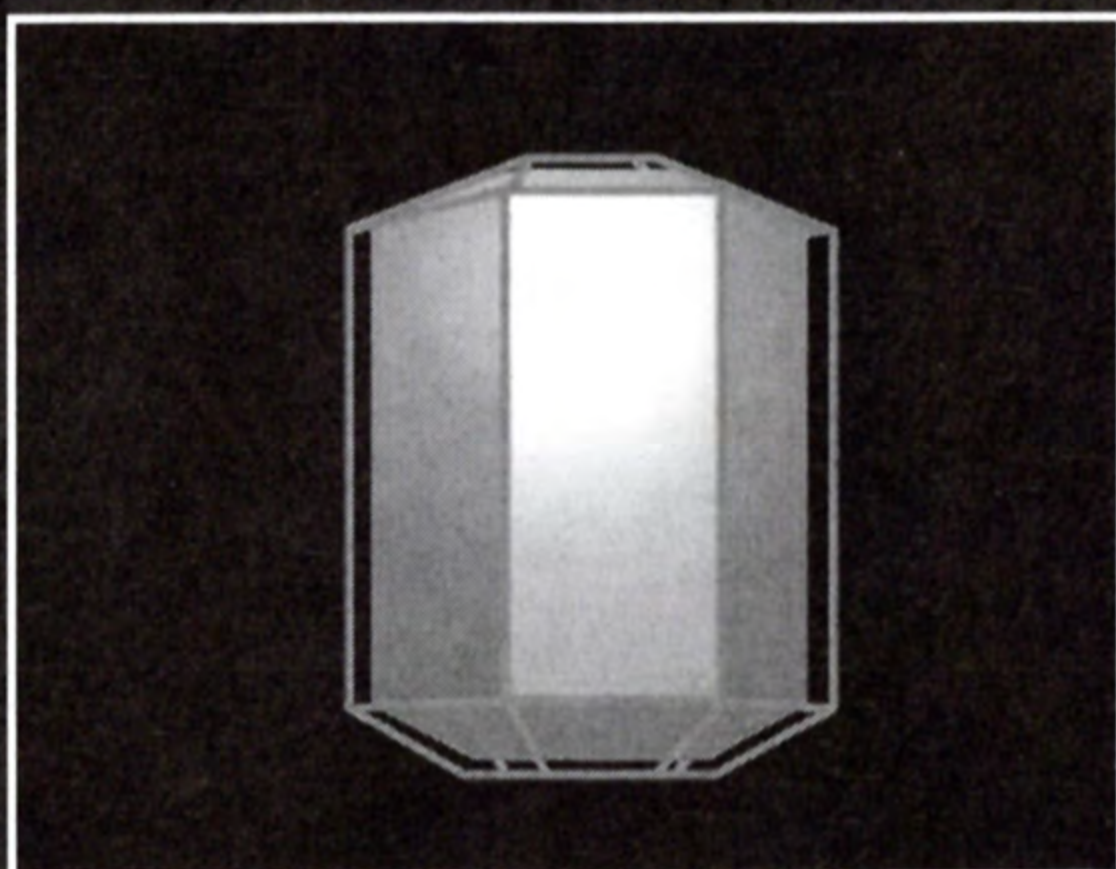
These will fill up three bars in your Progress Gauge.

OVERDRIVE NODE



Each time you collect one of these, your Overdrive Gauge will fill up by one red bar. To use an Overdrive Node, press the ● button. All the Viruses on-screen will be automatically destroyed for a limited time. Overdrive Nodes are very effective when facing Firewalls.

BONUS NODES



These items increase your score (only available in Score Attack and Direct Assault modes).

AUTOSAVE

To save data, insert a Memory Card with at least 54KB of space into MEMORY CARD slot 1 of your console. Data will then be automatically saved when:

- You exit the Options Screen
- You log-out of an Area via the Pause Screen
- You clear an Area
- You improve your high score in Score Attack Mode

MEMO: Do not turn the console off or remove the Memory Card while data is being saved.

PAUSING THE GAME

Press the START button during a hacking session to display the Pause Screen. This will give you a range of options, and allow you to change certain settings. Any changes you make will be automatically saved when your session is over.

CONTINUE

Select this option to resume the game.

LOG-OUT

Quit the game and return to the Sub-System Select Screen.

VIBRATION

Turn the vibration function of your DUALSHOCK®2 analog controller ON or OFF.

UP / DOWN

If you select REVERSE, you will need to push the left analog stick up to aim down and down to aim up.

BGM VOL.

Adjust the volume of the background music.

SOUND EFFECTS VOL.

Adjust the volume of the sound effects.

TRAVELLING

In Travelling Mode, you can explore areas that you have unlocked in Play Mode without the risk of being damaged by Viruses. To begin, choose an area from the Sub-System Select Screen. When you want to quit, press the START button to access the Pause Screen and choose LOG-OUT. Select YES to confirm.

PLAY

Select this mode to gain access to the Project-K system and begin your mission to awaken Eden.

SCORE ATTACK



Begin by selecting an Area to play in (only those you have already cleared in Play Mode will be available). In Score Attack, you earn points for destroying Viruses. Score enough points and you can enter your name in the ranking table. Your current score will be displayed in the top right hand corner of the screen.

If you clear an Area, the following results will be displayed:

INFILTRATION PHASE - points scored in the Infiltration Phase

BOSS PHASE - points scored in the Boss Phase

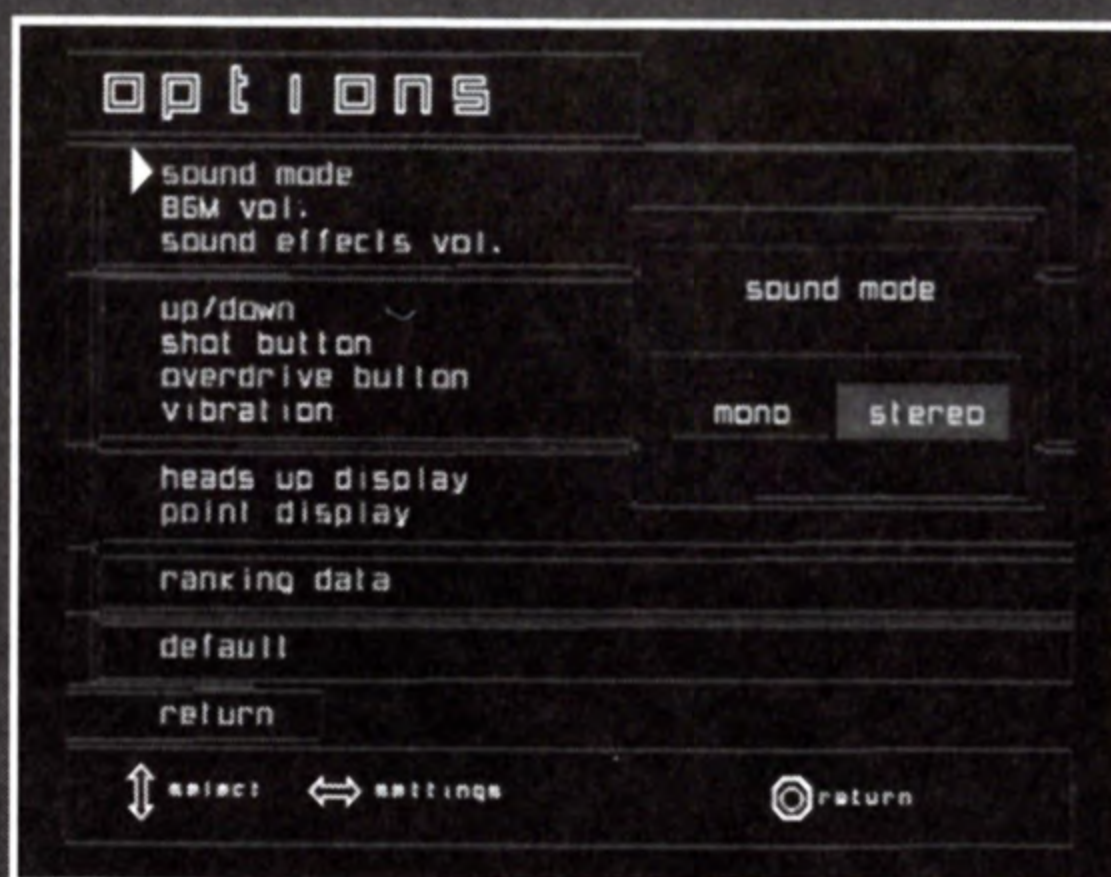
AREA TOTAL - overall score

area 2					
rank	score	user ID	alive	shot down	item
1st	150.000	MST	0.00	0.00	0.00
2nd	145.000	SAK	0.00	0.00	0.00
3rd	135.000	JRK	0.00	0.00	0.00
4th	120.000	MIZ	0.00	0.00	0.00
5th	106.760	CBS	100.00	97.51	94.74
6th	100.000	YRZ	0.00	0.00	0.00
7th	95.000	VIC	0.00	0.00	0.00
8th	85.000	SEI	0.00	0.00	0.00
9th	70.000	ZAK	0.00	0.00	0.00
10th	50.000	TAR	0.00	0.00	0.00

SCORE RANKING

If you get a high score, you can enter your name in the ranking table (even if you do not clear the area). Push left or right direction with the left analog stick to select each letter and press the **✕** button to confirm. To delete a letter, press the **●** button. When you are done, select END.

OPTIONS



You can change the game settings and check ranking data here. Press the **●** button when you are finished to return to the Main Access Menu – any changes you have made will be automatically saved.

SOUND MODE

Select the correct audio output for your TV.

BGM VOL.

Adjust the volume of the background music.

SOUND EFFECTS VOL.

Adjust the volume of the sound effects.

UP / DOWN

If you change this setting to REVERSE, you will need to push the left analog stick UP to aim down and DOWN to aim up.

SHOT BUTTON

Select the button that will have the 'Fire' function.

OVERDRIVE BUTTON

Select the button that will have the 'Overdrive' function.

VIBRATION

Turn the vibration function of your DUALSHOCK®2 analog controller ON or OFF.

HEADS UP DISPLAY

Select ON to display your Overdrive Gauge, information window etc. during the game, or OFF to hide them.

POINT DISPLAY

If this is set to ON, the points scored for shooting Viruses will be displayed as you destroy them. (This only applies to Score Attack and Direct Assault Modes – you cannot see the point value of Viruses in any of the other modes.)

RANKING DATA

Select this option to view the Score Attack ranking tables. Push left or right on the directional buttons to see the scores for the different Areas. Press the ● button when finished to return to the Options screen.

RETURN

Select this to back to the Options Screen (any changes made will be saved automatically).

HOW TO PLAY

Select this option for a basic tutorial. To quit and return to the Main Access Menu at any time, press the START button.

CREDITS

SEGA CREDITS

Product Manager
Rob Alvarez

Associate Product Manager
Cord Smith

Director of Marketing
Mike Fischer

Director of Creative Services
Robert Schonfisch

Graphic Design
Package: Vicki Morawietz
Manual: Miguel A. Osorio

CS Project Coordinator
Arianne Pitts

PR
Kirsten Merit
Gwen Marker

Vice President of Product Development
Jin Shimazaki

Localization Manager
Osamu Shibamiya

Localization Producer
Klayton Vorlick

Lead Tester
Jordan Romaidis

Assistant Lead Testers
Beejey Enriquez
Chester Lee

Core tester
Jason Jensen

Special Thanks:
Peter Moore
Chris Gilbert
Charles Bellfield
Molly Fitzpatrick
Peter Nguyen
Sega.com

NOTES

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

****THIS LIMITED WARRANTY IS VALID FOR SEGA PRODUCTS FOR PLAY ON PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM MANUFACTURED FOR SALE IN AND PURCHASED AND OPERATED IN THE UNITED STATES AND CANADA, ONLY.***

Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that the Playstation 2 product shall be free from defects in material and workmanship for a period of 90-days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective Playstation 2 product or component will be replaced free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. Please retain the original or a photocopy of your dated sales receipt to establish the date of purchase for in-warranty replacement. For replacement, return the product, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Sega to obtain support.

Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact Sega at:

- web site <http://www.sega.com>
- e-mail support@sega.com
- number 1-716-650-6702

LIMITATIONS ON WARRANTY

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90-DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL SEGA OF AMERICA, INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. THE PROVISIONS OF THIS LIMITED WARRANTY ARE VALID IN THE UNITED STATES ONLY. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

Sega is registered in the U.S. Patent and Trademark Office. Sega, the Sega logo, and REZ are either registered trademarks or trademarks of Sega Corporation © SEGA CORPORATION/UGA, 2001. All Rights Reserved.
www.sega.com. Made and printed in the USA.

The background of the entire page is a vibrant, abstract digital landscape. It features a large, bright white sphere in the upper left, a complex network of glowing orange and yellow lines forming a grid-like structure in the lower half, and a series of colorful, geometric shapes (green, red, blue, yellow) floating in the lower right. The overall color palette is dominated by reds, oranges, and yellows, creating a sense of intense energy and digital connectivity.

SEGA®

Sega of America, P.O. Box 7639
San Francisco, CA 94120

SEGA is registered in the U.S. Patent and Trademark Office. SEGA and Rez are registered trademarks or trademarks of SEGA CORPORATION or its affiliates. ©SEGA CORPORATION, 2001. All Rights Reserved.
©UGA/SEGA, 2001. www.sega.com

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.
U.S. AND FOREIGN PATENTS PENDING.

