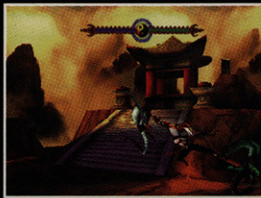


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Wrath of the Tiger



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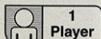
• This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it. • This disc conforms to PlayStation® specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation®. • Read the PlayStation® Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®, always place it label side up. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

## Health Warning

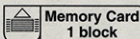
For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

See back page of this manual for Customer Service Nos.

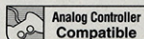
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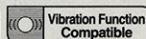
1  
Player



Memory Card  
1 block



Analog Controller  
Compatible



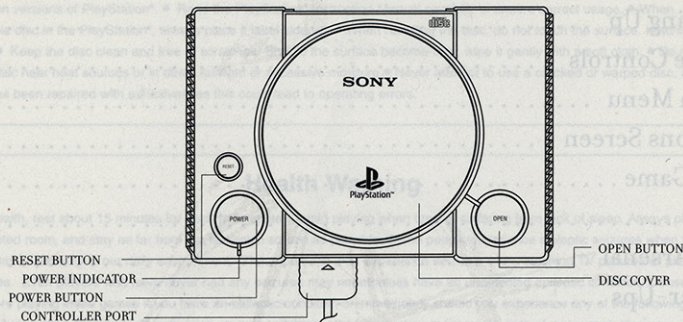
Vibration Function  
Compatible

SLES-00460

## TABLE OF CONTENTS

Starting Up	2
Game Controls	3
Main Menu	5
Options Screen	6
The Game	8
HUD	9
The Arsenal	9
Power-Ups	12
Precursor to the Apocalypse	13
Characters	15
Credits	19
Customer Support	22
Product License Agreement	22

## STARTING UP

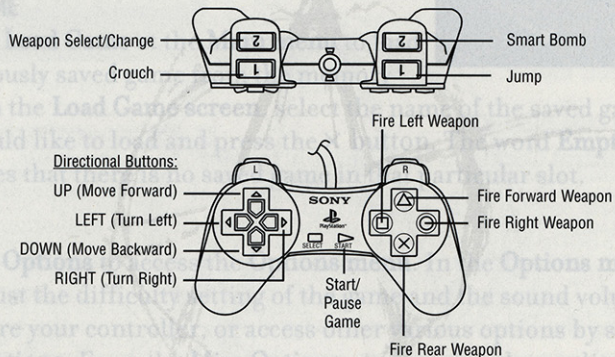


- Set up your game console according to the instruction manual.
- Make sure the power is off before inserting or removing a disc.
- Insert the Apocalypse disc and close the disc cover.
- Insert game controllers and turn on the game console.
- Follow the on-screen instructions to start a game.
- Make sure there is at least 1 free block on your Memory card before commencing play.

It is advised that you do not insert or remove peripherals or memory cards once the power is on. When the game is started you will see an introductory movie. Press the START button to end the movie and bring up the **Main menu**.

## GAME CONTROLS

The default controller configuration is shown here. All references to button selection in this manual refer to the default controller configuration. You can change the controller configuration in the **Options screen** which is accessed via the **Main Menu** screen (see page 5).



### DIRECTIONAL BUTTONS

To select menu options, use the Directional buttons up/down to navigate through the menu options, highlight the desired option, and press the X button to accept. Note: Apocalypse supports a number of popular analog controllers. However, this section defines commands

only for the controller. If you want to play with an analog controller, refer to the analog section (see page 7). To change the default controller configuration, refer to the Options section (see page 5).

## GAME RESET

To abort a game in progress, press the **START** button to pause the game. Choose **Quit** from the menu to return to the Apocalypse title screen.

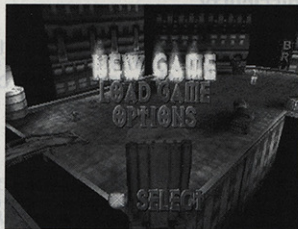
# MAIN MENU

## NEW GAME

Choose **New Game** at the **Main menu** to start a new game using the currently selected options.

## LOAD GAME

Choose **Load Game** at the **Main menu** to load a previously saved game from the memory card. In the **Load Game screen**, select the name of the saved game file you would like to load and press the **X** button. The word **Empty** indicates that there is no saved game in that particular slot.



## OPTIONS

Choose **Options** to access the **Options menu**. In the **Options menu** you can adjust the difficulty setting of the game and the sound volume, configure your controller, or access other various options by selecting **Misc Options**. From the **Misc Options** you can view the credits and the opening movie, reset all options to their default configurations, centre the game screen.

## OPTIONS SCREEN

### DIFFICULTY

Choose **Difficulty** to adjust the difficulty setting for the game. You can choose between **Easy**, **Normal**, and **Hard**.

### SOUND

Choose **Sound** to adjust the volume of the sound effect, music, and voices in the game.

### CONTROLLER CONFIGURATION

Choose **Control Config** to alter the control buttons in the game. In Apocalypse, the move and shoot control is always the same in every configuration – you move with the Directional buttons and shoot with the X, □, △, and ○ buttons. Only the L1, L2, R1, and R2 buttons can be customised. To change the function of one of these buttons, select an action using the Directional buttons up/down, then press the button you to which you would like to re-map that action. Choosing **Reset to Defaults** returns the L1, L2, R1, and R2 buttons to their original configuration.

### VIEW CREDITS

Choose **View Credits** to see the people behind the scenes.



### VIEW INTRO

Choose **View Intro** to see the opening movie.

### RESET TO DEFAULTS

Choose **Reset to Defaults** to revert all menu options to their original settings.

### CENTRE SCREEN

Choose **Centre Screen** to adjust the game screen to better fit on your particular TV monitor. Use the Directional buttons to adjust the screen. Press the X button when finished.

### CALIBRATE ANALOG CONTROLLER

Apocalypse supports analog controllers. To calibrate an analog controller, follow the on-screen instructions. Apocalypse also supports the Analog Controller (DUAL SHOCK). The Analog Controller (DUAL SHOCK) is auto-calibrating, therefore Calibrate Analog Controller will not appear as an option if a Analog Controller (DUAL SHOCK) is plugged into Controller port 1.

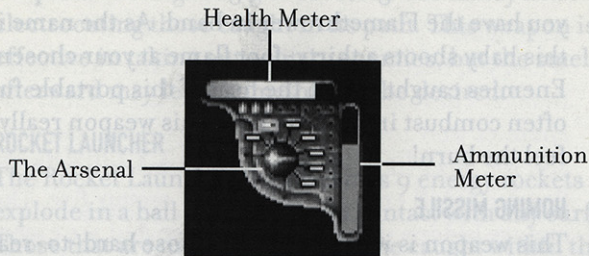
## THE GAME

The Apocalypse world is not a friendly one. You, as Trey Kincaid, must fight your way through sewers, factories, and rooftops (to name a few) in your journey to defeat the Reverend. Of course, to defeat this barbarian you must defeat his Four Horsemen: Death, Plague, War, and the Beast. The key to successfully completing each level is simple—kill everyone and everything that's out to get you. You must protect yourself from the Reverend's minions. He will send all of them after you. Don't feel bad, you're doing them a favour. They live in hate and misery.

Weapons and power-ups can be found throughout each of the levels. You'll need these in order to successfully navigate through all of the levels and defeat the bosses. Health power-ups can make the difference between success and failure when the Reverend's forces attack en masse. Certain weapons are more effective against certain enemies, so be sure to pick them all up and try them out.

Good luck... You'll need it. Don't forget—shoot first, ask questions later.

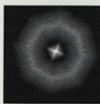
## HUD



## THE ARSENAL

### MACHINE GUN

This gun is not only the mainstay of your arsenal, it is also a technological wonder providing an unlimited supply of ammunition. While it is the least powerful of your weapons, it is the most reliable.



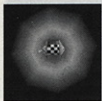
### PULSE LASER

Firing rapid bursts of lethal green energy, the Pulse Laser is great for quickly dispatching hordes of enemies.

Unfortunately, the increased fire rate of the weapon also depletes the supply of ammunition in a short amount of time. Use your nano-tech skills to create this weapon from the Pulse Laser power-up materials found throughout some of the levels.

## POWER-UPS

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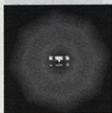
### SMART BOMB

When you begin each level, you will start with three Smart Bombs. These are weapons you can use to clear out all the enemies who are within close range. The closer the enemies are, the more damage the Smart Bomb will inflict. The Smart Bomb can kill enemies and deflect enemy fire. These power-ups are hidden throughout the game and are essential to your success.



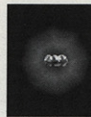
### SMALL HEALTH

Small Health power-ups increase your health meter by 20%. These power-ups can be found throughout all the levels.



### MEDIUM HEALTH

Medium health power-ups are a little harder to find, but well-worth the effort. They increase your health meter by 50%. These power-ups are absolutely necessary for your survival in some of the tougher sections of the game.



### FULL HEALTH

Full health power-ups fully replenish your health meter. These are difficult to find but extremely useful. Stay alert as these power-ups are well-hidden. Blink and you might pass by one.

## PRECURSOR TO THE APOCALYPSE

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The future is a troubled place of seething masses and conflicting ideas. Sprawling metropolitan landscapes cover the earth. These industrial gothic centres rumble with internal chaos and external strife. Religion and Science have become the world's dominant cultural forces, each offering their own version of salvation. These two opposite pillars of life battle for disciples as humanity verges on the breaking point. Science seeks the answers to life in technology while Religion condemns it as the sure path to Armageddon.

For a while, Science seems close to proving technology is the answer to the complexities of modern life. Through the research of brilliant scientists, cloning, cold-fusion, and nano-technologies are no longer the stuff of science fiction. The miracles that Science has promised are inevitable.

Violently opposed to such progress is a mysterious figure known only as the Reverend. The Reverend is a false prophet who evangelises his version of the gospel to a world teeming with lost souls. Desperate

men and women latch onto his teachings by the billions. The Reverend preaches that the approaching scientific breakthroughs are an offense against the one true God and declares science to be blasphemy. He seeks to suppress all scientific progress as tools of Satan. With the President of the United States as a close personal friend, the Reverend succeeds in having all scientific research banned. The anti-techno dogma of the Reverend has prevailed.

After eliminating all opposition, the Reverend proceeds with his true intentions. He turns to the same technology that he has publicly condemned to perpetrate evil. It is, ironically, the tools of forbidden science which will enable the Reverend to conjure up his own version of the Apocalypse. He can no longer wait for Judgment Day to arrive, it must take place immediately. This depraved cleric is planning the deaths of billions in a grand genocidal event that will leave the earth in smouldering ruins. The Reverend tells his followers that the Four Horsemen of the Apocalypse walk among them. Death, Plague, War, and the Beast are the heralds of the coming Judgment Day. The world is mesmerised by the Reverend and his fabled Horsemen. Will Judgment Day truly arrive as he has prophesied?

Only one man has an inkling of what the Reverend has in store for the world. He's a lone tech-renegade on the run named Trey Kincaid. Trey is a brilliant scientist whose rebellious ideas and breakthrough work in nano-technology have finally brought that fringe science beyond the prototype stage. At last, mankind is capable of creating

complex machinery on the molecular level. Trey knew his experiments would one day provide the world with an answer to its prayers. But Trey's dreams are shattered when science is banned. The Reverend's thug "disciples" break into Trey's lab, steal his research, and massacre his coworkers. Trey is captured, but not before he learns the truth.

While the Reverend was also decrying Science as the work of the devil, he was also secretly following Trey's research. With the information his thugs have stolen from Trey's lab, the Reverend plans to use his newly developed nano-tech resources to bring to life his own revelatory version of the Four Horsemen of the Apocalypse.

The end of the world is at hand, and the only true hope for mankind's salvation is Trey Kincaid.

## CHARACTERS

---

### MARY MAGDALENE

Mary Magdalene is a sexy rock diva with a global following. Her curvaceous body is always wrapped in skin-tight fashions of leather and automated nano-fiber. Mary's performances burst ear drums and break hearts from Maine to Morocco. During the height of her popularity, Mary died under mysterious circumstances. Her corpse was stolen from the morgue by devoted fans. But she turned up several days later alive and well. Mary looked sexier than she had in years.

Apparently, it was just the latest publicity stunt from rock 'n roll's most controversial siren. She is just as popular as ever, even as her once easygoing lyrics have taken a turn to the dark side. Some have accused her of delivering the Reverend's fatalistic message to the unwashed masses. One thing everyone agrees on is that when Mary grinds her sinful curves against her guitar and roars to the audience about the coming Apocalypse, doomsday doesn't seem so bad after all.

### THE PRESIDENT

As the leader of the world's economic and military superpower, the President of the United States is the most powerful man in the world. His rise to power was as surprising as it was meteoric. He was a humble mayor of a small southern city until he was befriended by the Reverend who brought him instant international recognition. He won the presidency largely on the support given to him by the Reverend. The Reverend's millions of followers cast their vote for him after he was publicly endorsed as the only candidate who could save the country from drowning in its own moral turpitude. Ever thankful and indebted to the Reverend for bringing him to the ultimate seat of power, the President never makes a move without consulting his mysterious and powerful ally.

### RAFER

Countless wars have turned the world into an endless battlefield. Amidst all the death and mayhem, one man has reaped immense profits. Rafer is the biggest arms dealer the world has ever seen. His monolithic War Factory alone produces more than ninety percent of all the world's weaponry. Rafer is constantly searching for the next high-tech weapon of mass destruction to satisfy the bloodthirsty demands of warmongers, gangsters, politicians, religious zealots, and street thugs. His weapons can be found everywhere from blood-soaked war zones to elementary school playgrounds. He feels no responsibility or remorse for his role in the carnage that his weapons have wrought. Rafer has no loyalty to country or ideology. Greed is his religion.

Screenplay Rewrites: Margaret Stohl

In-Game Sound Effects: Quadtree Audio; Tommaso Taffari Studios

In-Game Music: Double Entertainment

Composer: Jechun Hwang

Music Supervision: Kelly Rogers, Joe Fisher

Movies and Cut-Scenes: Edman's Digital Entertainment

Digital Artists and Animators: Heide Grebas, Edman Fung, John Grebas, Brian Heins,

Arneh Richmond, Sean R...

Motion Capture: House of Moves

Bruce Willis Digital Head Model: Jason Turner, Viewpoint Data Labs

Art and Sound: Activision Studios

Director/Animator: Larry Paolicelli

Additional Compositing and Graphics: David Dalzell

Video Post-Production: Chris Hepburn, Kenny Ramirez, Matt Stubbe

## LARRY

Larry is a science prodigy and Trey Kincaid's faithful lab assistant at the science research facility. He's skinny, shy, and has glasses that make the lenses on the Hubbell Telescope look thin. Although barely past his teens, Larry is exceptionally gifted and dedicated to scientific research to the exclusion of all else. His family and friends worry that he doesn't get out enough (Larry's idea of hot and heavy is atomic fission). He is the ultimate gearhead. He shares Trey's vision and has pledged to devote his scientific skills to make the world a better place. Despite his genius-level intelligence, Larry is still young and impressionable. Fortunately for Larry, Trey has taken him under his wing as he would have been easy prey for someone with less noble intentions.

## CREDITS

---

Developer: Neversoft Entertainment  
Production: Mick West, Joel Jewett  
Programming: Dave Cowling, Mike Day, Kendall Harrison, Jason Keeny  
Artwork: Chris Ward, Noel Hines, Mark Scott, Silvio Poretta  
Design: Jason Uyeda, Chad Findley, Aaron Cammarata  
Support: Lisa Edmisson, Sandy Newlands, Christer Erickson

Publisher: Activision, Inc.  
Producer: Dave Stohl  
Designer: Scott Pease  
Associate Producer: Jenny Park  
A.P./Localizations: Brian Clarke

Movie Screenplay: Jesse Alexander, Christian Gosset  
Screenplay Rewrites: Margaret Stohl

In-Game Sound Effects & Cut-Scene Audio: Tommy Tallarico Studios  
In-Game Music: Doxon Entertainment  
Composer: Jeehun Hwang  
Music Supervision: Kelly W. Rogers, Joe Fisher

Movies and Cut-Scenes: Equinoxe Digital Entertainment  
Digital Artists and Animators: Henry Cheng, Anthony Fung, John Grebas, Brian Heins, Aryeh Richmond, Sean Ro  
Motion Capture: House of Moves  
Bruce Willis Digital Head Model: Jason Turner, Viewpoint Data Labs  
Art and Sound: Activision Studios  
Director/Animator: Larry Paolicelli  
Additional Compositing and Graphics: David Dalzell  
Video Post-Production: Chris Hepburn, Kenny Ramirez, Matt Stubbs

Sound: Michael Schwartz, Brian Bright  
Voice-Over Talent: Bruce Willis, Poe, Joe Frank, Tom Wyner, Dave Stohl, Scott Pease,  
Sarah Cigliano, Kip Stohlberg, Aaron Castillo  
Morion Picture Actors: Bruce Willis, Poe, Barton Smith, Christian Gosset, Margie Luke  
Mary's Song "Control": Written, Composed and Performed by Poe.

### **ORIGINAL CONCEPT DEVELOPMENT TEAM:**

Director: John Spinale  
Producer: Michael Kirby  
Designers: Hardy LeBel, Jason Weesner, Andy Zavattero, David King  
Programmers: Sandyb Burusco, Gary Jesdanun, Linus Chen, Ben Diamand, Dan  
Kamins, Yishai Lerner, Karl Meissner, Tim Perry, Christian Grunca, Brian Jennings  
Artisits & Animators: Danny MMatson, Timothy Albee, Kevin Cunningham, Bori s  
Nawratil, Robert DePalma, Gary Brunetti, Junki Saita, Tim Hoffman  
Conceptual Artists: Robert Brown, James Clyne, Kino  
Character Design: Christian Gossett

### **ACTIVISION, INC. STUDIO**

Senior V.P. of Studio: Alan Gershenfeld  
V.P. of Console: Steve Crane

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Director of Console Marketing: Marc Metis  
Associate Product Manager: William Kassooy  
Marketing Associate: Alison Horstmeyer, Serene Chan  
Senior Publicist: Julia Roether

### **CREATIVE SERVICES**

Designer: Jim Bridges  
Copywriter: Veronica Milito  
Production Artist: Ron Graening  
Creative Director: Ron Gould  
Documentation Manager: Mike Rivera  
Manual Layout: Sylvia Orzel

### **QUALITY ASSURANCE**

V.P. Quality Assurance/Customer Support: Jim Summers  
Manager Quality Assurance: Dave Arnsperger  
Senior QA Project Lead: Marilena Morini  
QA Project Lead: Joe Favazza  
Testers: Mike Denny, Hector Guerrero, Eric Koch, Tim Harrison,  
Aaron Gray

### **ACTIVISION UK**

Sr. V.P. International: Bob Dewar  
Sales Director Europe: John Burns  
Marketing Director Europe: Janine Johnson

### **EUROPEAN LOCALISATION**

UK Product Manager: Michele Marchand  
Localization Supervisor Europe: Nicky Kerth  
Creative Services: Jackie Whale

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