PlayStation 2

NTSC U/C

STATE OF EMERGENCY 2

EmuMovies

DCStudios

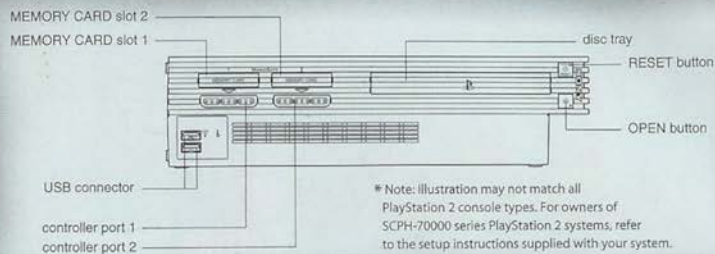SOUTHPEAK
INTERACTIVE

STATE OF EMERGENCY 2

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MEMORY CARD slot 2
MEMORY CARD slot 1
disc tray
RESET button
OPEN button
USB connector
controller port 1
controller port 2

✱ Note: illustration may not match all
PlayStation 2 console types. For owners of
SCPH-70000 series PlayStation 2 systems, refer
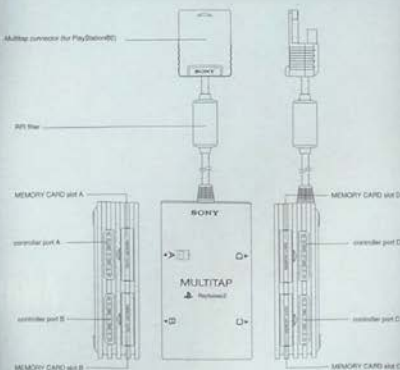to the setup instructions supplied with your system.

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 STATE OF EMERGENCY 2 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.

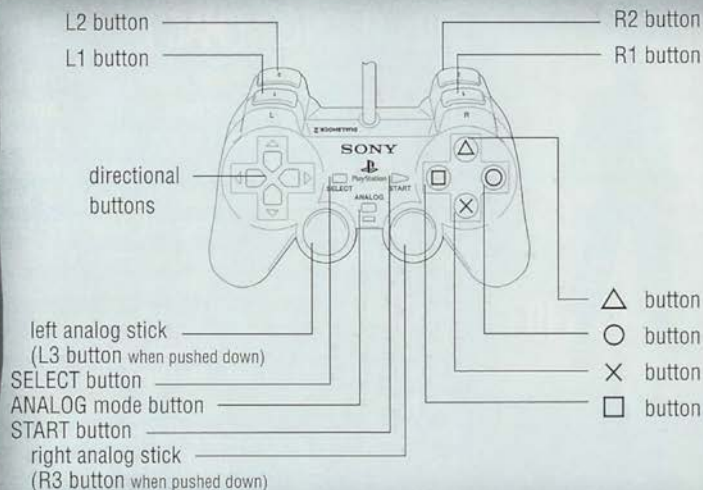## Memory Card (8MB)(for PlayStation®2)
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

Multi Tap
To play modes for 3 or 4 players, insert the Multi Tap (for PlayStation®2) as instructed in the Multi Tap manual.

L2 button
L1 button
R2 button
R1 button
directional buttons
△ button
○ button
✕ button
□ button
left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick
(R3 button when pushed down)

STATE OF EMERGENCY 2 is best played with the DUALSHOCK®2 analog controller. The controller should be connected to controller port 1. With this analog controller, the ANALOG mode button and mode indicator are always set to ON, indicating that the controller is in analog mode.

When vibration is ON, the controller will vibrate in response to game events. You can adjust vibration ON/OFF from the GAME SETTINGS MENU.

To exit the game and return to the MAIN MENU during a game, press the START button to display the PAUSE MENU and then select QUIT GAME.

CONTROLLERS/ACCESSORIES
Before starting play, make sure you have a DUALSHOCK®2 analog controller inserted into controller port 1. Do not insert or remove controllers or accessories when the power is turned on.

THE CHARACTERS

ROY MACNEIL ('MAC')

Mac is an ex-cop, ex-revolutionary and soon to be ex-con. He was an uncompromising Capitol City detective when the Corporation first took over and began replacing the existing police force with its ruthless Enforcers. Out of a job, and seething with resentment towards the Corporation, he joined the revolutionary group known as 'Freedom' and played a crucial role in the overthrow of the first Corporation. When the Corporation seized control back and split Capitol City into zones, MacNeil was one of the first to be rounded up and incarcerated in the newly built JusticeCorp Maximum Security Prison. He's been on Death Row there ever since...

EDDY RAYMONDS ('BULL')

Bull, as he was known to his team-mates, fans and friends (although not to his Corporation bosses), was once a pro footballer. An all-American star, Bull's fall from grace was swift after he refused to participate in a Corporation-sponsored match-fixing scam. He was on his way to prison when the first revolution allowed his escape. Like MacNeil, he ended up working with Freedom and, like MacNeil, his prominent role in the Corporation's temporary overthrow meant he was soon rounded up and left to rot in the Maximum Security prison.

HECTOR SOLDADO ('SPANKY')

Spanky is the leader of the feared Cordova Posse, once the biggest gang in Capitol City's Ghetto Zone. When the Corporation first took control, it targeted the gangs as a major threat and Spanky found himself an unlikely Freedom recruit. The price of defeating the Corporation was the supremacy of his beloved Cordova Posse – by the time the Corporation regained control and sealed the Ghetto shut, Spanky's empire had dwindled, but he remained a valuable Freedom contact.

RICKY TRANG ('FREAK')

Freak has been a hacker and criminal since puberty. While in High School, he was orphaned when his parents were 'removed' by a Corporation death squad – he's spent every day since trying to make the Corporation pay. He was running with the Jade Hill gang when Libra saw his potential and signed him up to work with Freedom against the first Corporation. In the years since the revolution failed he's transformed himself into Libra's right-hand man and Freedom's operations director. He's the man with the plan.

ANNA PRICE ('LIBRA')

Libra has been a successful attorney in Capitol City for years. Since the Corporation retook control of the city, she's worked directly for them, oiling the wheels of the bureaucracy which keeps Capitol City running. What they didn't know until now is that she's also spent the last decade as Libra, the leader of terrorist organization Freedom, using her position and influence to engineer ever more daring strikes at the Corporation's infrastructure. Only now it looks like her luck has run out...

ENEMIES

PRISON GUARD First on the scene when there's trouble behind bars

PRISON ENFORCER Better armed than their lightweight counterparts, the Prison Enforcer will restore order as brutally as necessary

ENFORCER The bottom-rung, entry-level Corporation Enforcer. Promotion prospects aren't great, but what other job lets you use a baton this much?

RIOT ENFORCER The Corporation's mid-level security force – better equipped and no less likely to use his weapons against a defenseless civilian

SPECIAL ENFORCER The elite force in Corporation internal security. Highly trained, well-equipped and completely ruthless, they never show emotion even when under heavy fire

INFANTRY The lowest-ranking members of the Corporation's army, these guys are poorly equipped cannon fodder

RIOT TROOPS These mid-ranking soldiers have better equipment and weapons, and are better trained than their infantry comrades

SPECIAL FORCES Nothing less than evil fighting machines, they have the best training, equipment and weapons

STARTING THE GAME

Press the START button at the title screen

NEW GAME
Select your profile name and whether you wish to save your game

LOAD GAME
Select a saved game to load

MAIN MENU

START GAME & CONTINUE GAME
Start a new game or continue a saved game

ARCADE
Only two arcade challenges are available at the start of the game with others unlocked as you make progress in the game (see page 16, Awards & Unlockables)

MULTIPLAYER
Select No. of Players: Select the number of players between one and four. Multiplayer allows you to play the game with 2-4 players. Games with 3 players or more will require a multitap (for PlayStation®2) to be inserted into controller port 1

Select Number of Bots: In some modes, Bots can be used in place of human competitors

Select Game type: There are several game types in multiplayer:

Last Man Standing	Who can kill the most people in the shortest time? NB up to 2 players only
Deathmatch	The classic battle; every man for himself
Flag Attack	Grab the flag and hold onto it for as long as possible
Team Deathmatch	Deathmatch, but with multiple players on each side
Battle mode	Fight human opponents with heavy weaponry

Select Arena: Choose the venue for your showdown. Only the Prison Arena is available at the outset. Other arenas are unlocked as you make progress in the game

GAME OPTIONS – All multiplayer modes aside from Last Man Standing have a range of game options:

Time – Choose a time limit for your game from 3 minutes to Infinite
Score limit – Choose a score limit for your game from 10 to Infinite
Difficulty – This governs the skill of the AI competitors, or Bots. Choose from Easy, Normal, and Hard
Weapon Set – This setting allows you to restrict which weapons appear in the game. Choose from All, Pistols, Rapid Fire, and Explosives
Default – Use this setting to play a game with default settings

OPTIONS MENU

AUDIO & VIDEO SETTINGS
Sound effects volume – use ← & → on the directional buttons to adjust volume
Music volume – use ← & → on the directional buttons to adjust volume
Speaker settings – use ← & → on the directional buttons to adjust settings
Subtitles – use ← & → on the directional buttons to turn subtitles ON/OFF
Widescreen – use ← & → on the directional buttons to turn widescreen ON/OFF
Vertical split – use ← & → on the directional buttons to select a vertical screen split for 2-player games
Enemy Markers – use ← & → on the directional buttons to turn enemy markers ON/OFF
Screen position – Select this option with the X button and use the directional buttons to choose the screen position
Default – select default to return all settings to default values

GAME SETTINGS
Camera horizontal – use ← & → on the directional buttons to adjust between normal and inverted
Camera vertical – use ← & → on the directional buttons to adjust between normal and inverted
Aim sensitivity – use ← & → on the directional buttons to adjust aim sensitivity
Weapon swap – use ← & → on the directional buttons to adjust between automatic and manual weapon swapping
Vibration – use ← & → on the directional buttons to turn vibration ON & OFF

(continued)

Autosave – use ← & → on the directional buttons to enable and disable autosave
View control layout – select to view the controller layouts
Default – select default to return all settings to default values

CREDITS
Select credits to see a list of the people who created the game. Press the X button or the START button to quit back to the options screen

MAIN MENU
Select this option to return to the Main Menu. You can also return to the Main Menu by pressing the TRIANGLE button

PAUSE MENU

CONTINUE
Return to the game

OBJECTIVES
Every level has both primary and optional objectives:

Primary objective – this is your current primary objective for the level (e.g. escape from the prison)

Optional objectives – every level has a number of optional objectives:

Time challenge – complete the level within a set time

Damage challenge – cause a certain amount of damage

Mystery challenge – there is a third objective (consistent in each level) that you will have to discover for yourself!

SUBTITLE TEXT
This displays all of the dialogue in the level that has been heard so far. Press ↑ & ↓ on the directional buttons to scroll up and down
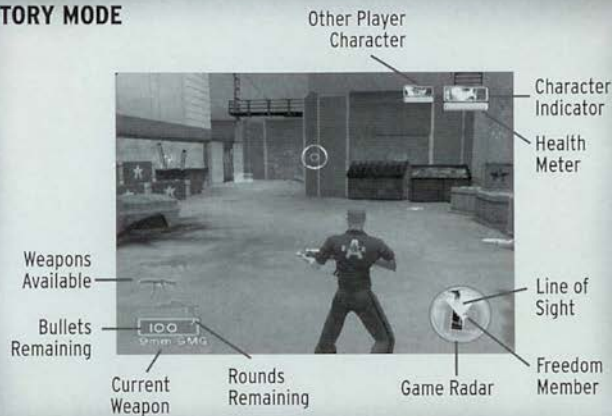
OPTIONS
Go to the options menu

RESTART
Restart the game

EXIT
Select to quit the game

SCREEN LAYOUTS

STORY MODE

Other Player Character
Character Indicator
Health Meter
Line of Sight
Freedom Member
Game Radar
Rounds Remaining
Current Weapon
Bullets Remaining
Weapons Available

CHARACTER INDICATOR & HEALTH METER

The character you are currently using can be seen in the top right of the screen at all times in-game. Your character's health is indicated by the blue bar directly beneath the image of your currently selected character; as it diminishes from right to left, your health decreases. When it is dangerously low, the health bar will change to red. When it is completely empty the game is over. In missions where another character is present, their image can be seen directly to the left of your character. Your buddy's health is not affected while they are not under your control.

GAME RADAR

This radar helps you to navigate around the city. It contains several elements:

- **Objective** – the location of your current objective is indicated with a white cross
- **Line of sight** – the player's current line of sight is indicated by the grey triangular segment of the radar
- **Enemies** – not all enemies are indicated on the radar, but in specific missions enemies are shown as a red marker
- **Freedom members** – members of Freedom are indicated on the radar as a green triangle
- **Allies and Gang members** – those characters fighting on behalf of Freedom are indicated on the radar with a green dot

WEAPON & AMMO INDICATOR

This indicates the weapon you are currently holding, as well as the number of bullets and clips remaining.
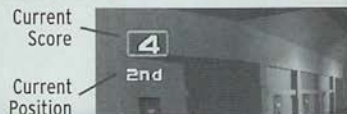
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ARCADE CHALLENGE

Current Score
Timer
Multiplier

TEAM DEATHMATCH

Current Score

MULTIPLAYER

Current Score
Current Position

LAST MAN STANDING

Timer
Enforcers Remaining

CURRENT SCORE

Indicates your current score for the challenge

TIMER

Indicates the time remaining in minutes and seconds

MULTIPLIER

In certain Arcade challenges, from time to time, multipliers become available allowing you to increase your score dramatically

CURRENT POSITION

In Deathmatch and Flag Attack modes, this indicates your current position

OPPONENT'S SCORE

This only appears within the team deathmatch mode and shows the current score. Your team's score is always shown first

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MOVEMENT CONTROLS

WALK
Push the left analog stick gently in the direction you wish to move

RUN
Push the left analog stick fully in the direction you wish to move

SPRINT
Hold down the L1 button while running

CROUCH
Tap the CIRCLE button to crouch and tap the CIRCLE button again to return to an upright position

LOOK AROUND & AIM
Push the right analog stick to look around

LEAN
Hold down the L2 button and push the left analog stick in the desired direction to lean out from behind walls, crates etc.

DOOR BREAKING
Bull can summon his strength to smash open certain locked doors. Press the L1 button repeatedly to charge up Bull's left arm and the R1 button repeatedly to charge up his right

ACTIVATING SWITCHES
Throughout the game, certain situations will require you to open doors etc. by pulling a switch. In this situation, you will be prompted to press the X button to carry out the desired action

CLIMBING LADDERS
When you approach a ladder you will be prompted to press the X button to climb or descend. You can hold the X button to slide down the ladder

SWAP CHARACTER
From time to time you will need to select the best character for the task in hand. To do this, press the SELECT button to swap to another character on the current mission. You can only swap characters when there is more than one character icon visible on the Heads Up Display

GANG CONTROLS

USING THE GANG

At points throughout the game you can enlist the help of various gangs to assist you. Your gang members appear on the radar as green dots.

RECRUITING GANG MEMBERS - Press and hold the L3 button to bring up the gang controls. Press the X button to recruit gang members. They will need to be within the immediate vicinity to be recruited

ADVANCE - Press the TRIANGLE button to instruct your gang to advance. If enemies are in the immediate vicinity your gang will attack them, otherwise they will advance a short distance and take up an attacking stance

FOLLOW - Press the CIRCLE button to instruct your gang to follow you

FALL BACK - Press the X button to instruct your gang to fall back. They will retreat to a position behind your character

DEFEND - Press the SQUARE button to instruct your gang to defend the area around you

WEAPON CONTROLS

STANDARD WEAPONS
  Fire weapon - Press the R1 button
  Secondary fire (Grenade launcher only) - Press the R2 button
  Next weapon - Press ↑ on the directional buttons
  Previous weapon - Press ↓ on the directional buttons
  Cycle weapon - Press the TRIANGLE button
  Reload weapon - Press the SQUARE button

MOUNTED GUNS
  Use mounted gun - Press the X button
  Aim mounted gun - Push the right analog stick
  Fire mounted gun - Press the R1 button

(Continued)

SNIPER RIFLE

Toggle scope - Press the R2 button
Zoom in - Press the L1 button
Zoom out - Press the L2 button
Fire weapon - Press the R1 button

THROW & DETONATE

To throw and detonate items such as grenades, remote mines, and Molotov cocktails, select the appropriate weapon using ↑ & ↓ on the directional buttons, as outlined above. Once equipped, these weapons are thrown or fired as follows:

Grenades - Hold the R1 button and a timer will appear around the targeting reticule. The timer has 8 segments and once the last of the segments is emptied the grenade will explode. Release the R1 button to throw the grenade. NB if you throw the grenade early then enemies may have time to run away from it; if you wait too long you run the risk of the grenade exploding in your hand! The grenade will be thrown in the direction indicated by your targeting reticule

Proximity mine - Tap the R1 button and the mine will be thrown in the direction indicated by your targeting reticule. Proximity mines are activated by movement around them

Remote mine - Tap the R1 button and the mine will be thrown in the direction indicated by your targeting reticule. To detonate remote mines, press the R2 button (remember to retreat a safe distance first!)

Molotov cocktails - Tap the R1 button and the Molotov cocktail will be thrown in the direction indicated by your targeting reticule

Tear Gas - Tap the R1 button and the tear gas canister will be thrown in the direction indicated by your targeting reticule

VEHICLE CONTROLS

HELICOPTER

Control altitude & bearing - Push the right analog stick to move up & down
Control direction - Push the left analog stick to move left & right
Cycle targets - Press the L1 button to cycle through available targets
Fire machine gun - Press the R1 button
Fire rockets (if applicable) - Press the R2 button

TANK & MINITANK

Move forwards & backwards - Push the left analog stick
Steer & aim - Push the right analog stick
Fire shells - Press the R1 button
Change camera (tank only) - Press the R3 button

SPEEDBOAT

Accelerate - Press the X button
Brake/Reverse - Press the SQUARE button
Steer & aim - Push the left analog stick
Fire mortar - Press the R1 button. NB the longer you hold down the R1 button, the further the mortar strike will travel
Sharp Turn - Use the L1 button to perform a sharp turn

IN GAME ITEMS

There are various items in the game that can be collected or that can be destroyed to reveal collectible items. These include:

HEALTH PACKS

These are scattered around the level and are also dropped by some enemies. There are two types of health pack:

Large Med Packs
These replenish your health completely

Small Med Packs
These increase your health by 25%

WOODEN CRATES

Some wooden crates contain weapons, ammo, and health packs that can be collected when the crate is destroyed.

WEAPONS

Enemies will drop their weapon when killed and this can be collected by the player simply by running over the weapon. The weapon's ammo will automatically be added to your current ammo.

AWARDS & UNLOCKABLES

Various parts of the game will be locked at the outset of the game. This includes the arcade challenge mode, cheats, and maps for use in competition mode. These items are unlocked as outlined below:

UNLOCKING GAMES

Only two arcade challenges are available at the outset. You can unlock additional challenges by winning awards – you score 1 point for a Bronze medal, 2 points for Silver and 3 points for obtaining Gold

Awards	Game Unlocked
0	Sniper Challenge
0	Helicopter Challenge
1	Super Sniper Challenge
3	Ghetto Kaos
6	Minitank Challenge
8	Mounted Gun Challenge
11	Workers' Zone Kaos
14	Rocket Challenge
17	Speedboat Challenge
20	Enforcer Challenge
23	Speedboat Race
27	Mounted Gun Challenge 2
30	Rocket Challenge 2
34	Helicopter Challenge 2
37	Enforcer Tank Kaos

UNLOCKING CHEATS

Unlock Criteria	Unlock Cheat
Time – Mission 01	Character Masks
Time – Mission 02	Tiny Character
Time – Mission 03	Huge Character
Time – Mission 04	No Radar
Time – Mission 05	Farmyard Noises
Time – Mission 06	One Shot Kills
Time – Mission 07	Rapid Fire Sniper
Time – Mission 08	Invincibility
Time – Mission 09	Infinite Ammo
Time – Mission 10	Exploding death
Time – Mission 11	Wireframe Mode
Time – Mission 12	8-Bit Computer Mode

UNLOCKING MULTIPLAYER MAPS

Unlock Criteria	Map
Complete Mission 3	Ghetto Competition Map
Complete Mission 6	Workers' Zone Competition Map

UNLOCKING CHARACTERS FOR MULTIPLAYER

Unlock Criteria	Unlocks Character
Complete Mission 4	Spanky
Complete Mission 5	MacNeil (Civilian)
Complete Mission 6	Bull (Civilian)
Complete Mission 7	Libra
Destruction Cost – 01	Bob
Destruction Cost – 02	Heavy Prison Guard
Destruction Cost – 03	Enforcer
Destruction Cost – 04	Trey
Destruction Cost – 05	Duncan
Destruction Cost – 06	Helmut
Destruction Cost – 07	Lance
Destruction Cost – 08	Piers
Destruction Cost – 09	Betty
Destruction Cost – 10	Soldier
Destruction Cost – 11	Heavy Enforcer
Destruction Cost – 12	Freak

UNLOCKING BATTLE MODE

Unlock Criteria	Unlocks
Complete all 12 mystery objectives	Battle Mode

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STATE OF EMERGENCY 2

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