

# Whiplash™

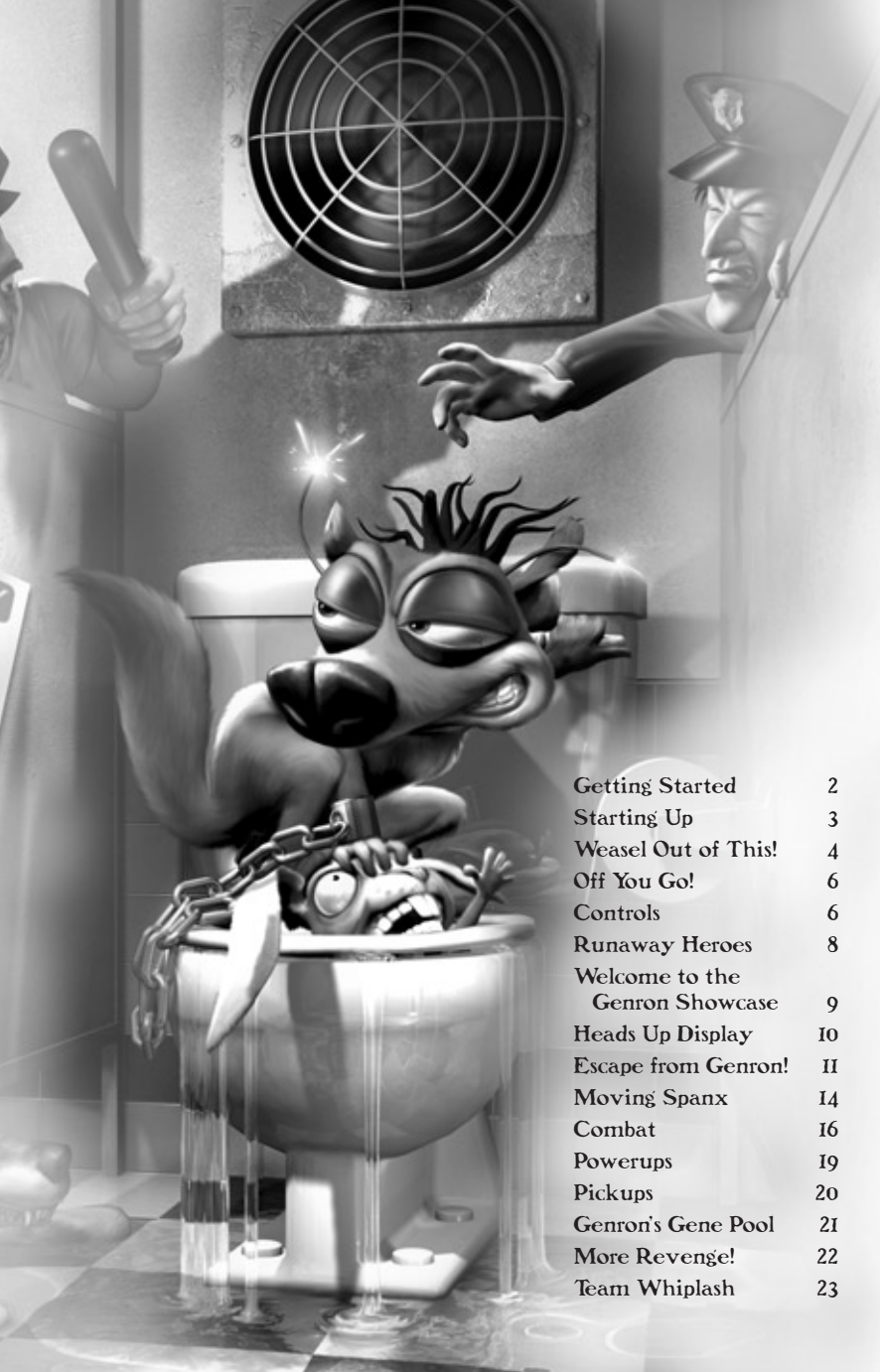


TEEN  
T  
CONTENT RATED BY  
ESRB

EmuMovies

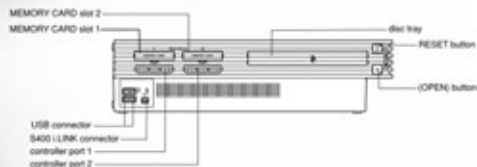
CRYSTAL  
DYNAMICS

eidos



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# GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.

Make sure the MAIN POWER switch (located on the back of the console) is turned on.

Press the RESET button.

When the power indicator lights up, press the open button and the disc tray will open. Place the WHIPLASH™ 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 onscreen instructions and refer to this manual for information on using the software.

# STARTING UP



## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

Connect the DUALSHOCK®2 analog controller to controller port I before starting play.

## ABOUT SAVING GAMES

You can save games at any time from the Pause Menu (see page 7). To save your progress, insert a Memory card (8MB) (for PlayStation®2) into MEMORY CARD slot I before you start a new game. The memory card must have at least 128KB of free space available in order to save games.

**Note:** This game uses MEMORY CARD slot I only.

Do not press the RESET button or remove the memory card while saving a game, or your game data could be lost or corrupted.

# WEASEL OUT OF THIS!

Gather 'round, my friends, for a fascinating tale about a pair of the most unlikely heroes...

It was a bright sunny day...outside. Inside the massive walls of the Genron Corporation, it was quite a different story. In fact, inside it was a very cold, dark day. Genron is a high-tech lab where animals are used to test products meant for humans. Deep inside Genron is the dreaded "Genetic Recombinator." This machine is the final stop for animal test subjects who have outlived their usefulness. GULP!

Spanx is a crazy weasel once used for electro-shock testing. Redmond is a know-it-all rabbit who failed his last mascara test in the makeup lab.

On this fateful day, Spanx and Redmond are chained together and thrown into a locked cage. Next stop: the Genetic Recombinator! The diabolical plan is to fuse them together into a new, freaky, half-weasel/half-rabbit creature—a "Weasit" or perhaps a "Reasel."

As their lives begin to flash before their eyes, a miracle happens! Somehow, Spanx and Redmond escape from their cage at the very last possible second.

Now this weasel-rabbit duo is on the loose. Their hare- (or weasel-) brained plan is to escape from Genron. There's only one small problem—they're chained together!





# OFF YOU GO!

## MAIN MENU

Press the button at the Title screen to display the Main Menu. Highlight your option choice with the directional buttons, and confirm with the X button.

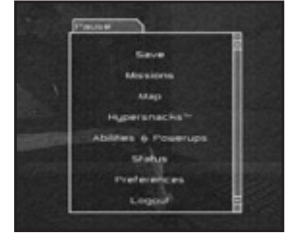
**QUICKSTART** – Start a new game from scratch. Select a Save slot for your new game with the directional buttons and confirm with the X button.

**USER LOGIN** – Resume a saved game. Use the directional buttons to select a saved game. Press the X button to confirm and load the selected game at the point where you saved it.

## PAUSE MENU

At any time during play, press the button to display the Pause Menu. Here you can select options to:

- **SAVE** your game. Select a Save slot and press the X button.
- Review your current **MISSION**.
- Study a **MAP** of your current location.
- Redistribute your **HYPERSNACKS**. (See page 20.)
- Check your **ABILITIES & POWERUPS**.
- See your **STATUS** including company worth and released animals. (See page 22.)
- Go to the **PREFERENCES** screen to adjust some game settings.
- **LOGOUT** of the game.



# CONTROLS

DUCK/SCURRY – button  
 TOSS LAB MOUSE (with button)

CAMERA – button

MOVE SPANX – directional buttons

MOVE SPANX – left analog stick

DISPLAY MAP – button

ANALOG mode button

START/PAUSE – button

MOVE CAMERA – right analog stick



button – DUCK/SCURRY  
 TOSS LAB MOUSE (with button)

button – TOGGLE HUD ON/OFF

button – ACTION (combat mode, download maps, activate barrels & bunny grinder)

button – OVERHEAD SMASH  
 (hold down button to charge)  
 SWEEP (with or button)

button – JUMP  
 DOUBLE JUMP (jump, press again in mid-air)  
 GLIDE (double jump and hold)  
 TOGGLE FACILITY/MAP (in Map screen)

button – WHIP  
 GRAPPLE  
 ZIPLINE (press button to jump off)



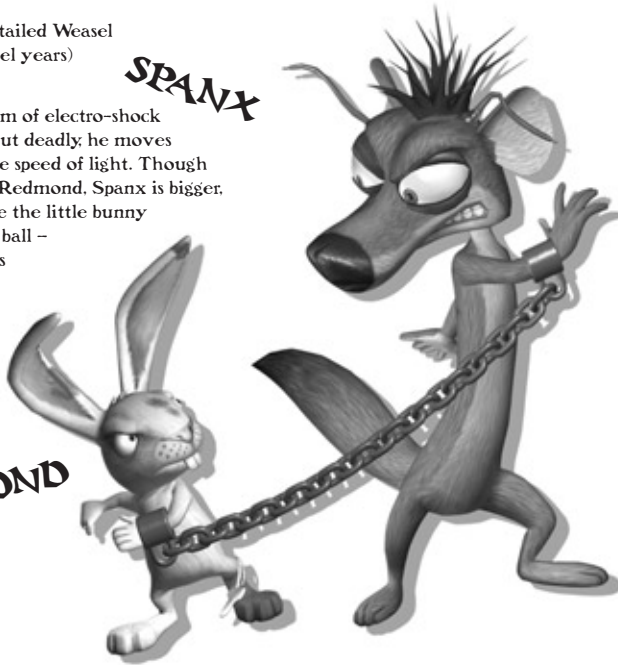
NOTE: See pages 14-17 for more moves.

# RUNAWAY HEROES

Species: Long-tailed Weasel  
Age: 3 (in weasel years)  
Sign: Leo

Spanx is a victim of electro-shock testing. Silent but deadly, he moves at just about the speed of light. Though not as smart as Redmond, Spanx is bigger, so he gets to use the little bunny as his wrecking ball – and Redmond is not amused!

**SPANX**



**REDMOND**

Species:  
California  
White Rabbit  
Age: 6  
Sign: Gemini

A frustrated little smarty-pants, Redmond was the subject of some embarrassing makeup testing. By now, Genron's experimental super-hold hair spray has turned his fur into a super-tough suit of armor. He is one unbreakable bunny. Redmond gets his biggest kicks by complaining and getting crabby—and driving Spanx even crazier! But remember—he complains because he cares. He's a Care Hare.

Spanx and Redmond have nothing in common but three feet of chain! And even worse than bashing into each other, their personalities are clashing! While on the run, these two former "lab rats" are forced to cooperate to save themselves and all animalkind! By the way, you can stop feeling sorry for them ... because YOU'RE SPANX!

# WELCOME TO THE GENRON SHOWCASE

As Spanx, your luck has its limits. Although you're no longer on the conveyor headed toward a weird future as a Weasit, you are still inside the facility—and everybody is looking for you!

**MOVING** – left analog stick or directional buttons

Use the left analog stick or directional buttons to move Spanx (and drag Redmond).

**WHIPPING** – □ button

It's you or them and you only have one weapon: the furry rabbit on the other end of your chain. To whip Redmond into enemies (your basic attack), press the □ button. You can perform more elaborate attacks and combos by sticking attacks in quick succession. (See pages 16-17)

**INTERACTING WITH THE WORLD** – Δ button

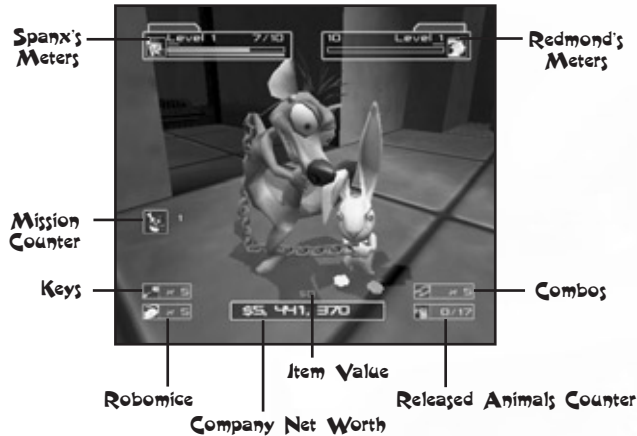
To make it out of Genron as a recognizable weasel, you have to learn how to use objects. The humans have already littered the facility with all sorts of things you can use. And from time to time you will come across people and animals who can help if you approach them in the right way. When you're near a person, animal or object of interest, you will see an on-screen prompt.

To investigate or use an item, press the Δ button.

**ESCAPING THE SHOWCASE**

In the showcase area at the beginning of the game, you can become familiar with important elements of the game. Doing this gets you ready for the long road to freedom. Spend some time here and pay attention. Later on when you're fending off fierce Genron employees or trying to figure out an escape route, you'll be glad you did.

# HEADS UP DISPLAY



Press the **R1** button during play to toggle the heads up display on and off. You'll see these indicators:

**SPANX'S METERS** – This includes (left to right, top to bottom): Spanx's game level; his max Health level (current/max); Hypersnacks use meter; Health meter; and Scurry meter (Spanx can scurry until it runs out, and replenish it by not scurrying).

**REDMOND'S METERS** – This includes (left to right, top to bottom): Redmond's max damage number; his game level; Hypersnacks use meter; Hyper Bunny meter; and Powerup meter (Fusion Barrel effects last for a limited time, see page 19).

**MISSION COUNTER** – Number of missions completed on the level.

**KEYS** – Number in your possession.

**ROBOMICE** – Number in your possession.

**ITEM VALUE** – What something's worth when you break it.

**COMPANY NET WORTH** – Genron's worth at the present moment. Your goal is to bankrupt the company. (See page 22.)

**COMBOS** – Number of Combos you've performed.

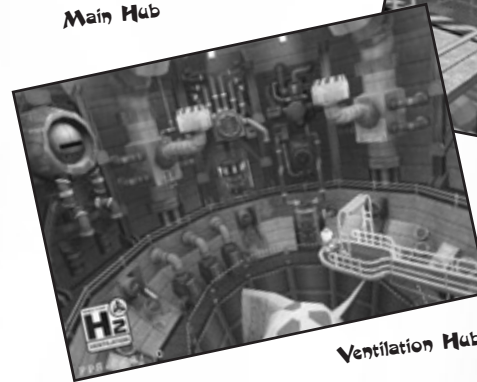
**RELEASED ANIMALS COUNTER** – Number you've released/total number in the department. (See page 22.)



Main Hub



Security Hub



Ventilation Hub

## ESCAPE FROM GENRON!

The road to liberty is not an easy one. You'll have to gallop through miles of danger and traps to get out of this place!

### HUBS

Three Hubs link all the levels of the facility. They are the Main Hub, Security Hub, and Ventilation Hub. You have access to only certain portions of these Hubs the first time you enter them. You must complete missions in the available areas of each Hub to get access to the restricted areas.

Hubs are common ground for Genron employees, so they are generally buzzing with activity. Of course this translates to "unfriendly to weasels chained to rabbits."

## FACILITY DEPARTMENTS

You get into the facility departments through the Hubs. You must complete missions in every facility department to progress through Genron and escape.

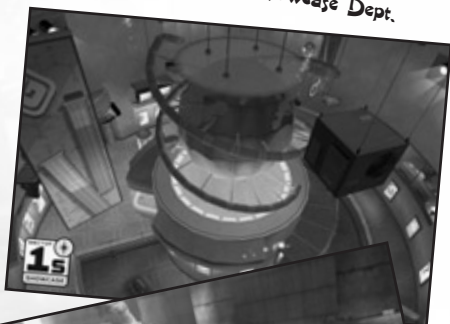
Each facility department has its own type of employees working on different Genron products. The vast Genron campus is arranged so that you have to run through all the departments in order to bug out for good.

No one ever said freedom was "free"!

### GENRON FACILITY DEPARTMENTS

- Showcase Department
- Endurance Department
- Robotics Department
- Power Department
- Genetics Department
- Shipping Department
- Waste Department
- Medical Department
- Executive Tower

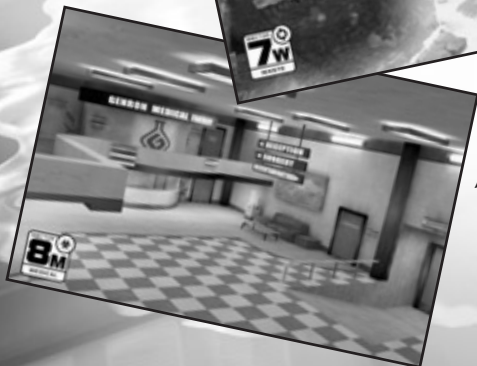
Showcase Dept.



Waste Dept.



Medical Dept.



Security Cam



Laser Array

## FACILITY HAZARDS

Genron is nuts about security. You'll discover plenty of traps and set-ups dedicated to making sure you end up back on that cruel conveyor. Here are some of the highlights:

### SECURITY CAMERAS

They're watching every move you make. These cameras have infrared motion detectors. If you are caught in one, expect a lot of (bad) company very quickly.

### LASER ARRAYS

You often find these used along with the security cameras. Lasers are either passive motion detectors, or horrific pain inflictors. A blue laser indicates motion detector mode. If you carelessly trip it, it will change to the other, more painful variety.





# MOVING SPANX

Move Spanx with the left analog stick or directional buttons. As a weasel (actually as a weasel chained to a rabbit), you have some advantages over the humans in the facility. There are plenty of places you can get to that they cannot reach. And you have some advanced moves to show off...

## GRAPPLING

Genron is obsessive about cleanliness. They have installed hundreds of air purifying spheres. And your little bunny pal, because of his "special" fur, can attach to these things. This lets you swing over and above danger. To use a grapple, jump (X button) toward a sphere, and whip (□ button) the sphere to attach Redmond to it. Press the X button to release the grapple.

## GLIDING

You can glide anywhere in Genron once you have earned this ability. To glide, double jump (X button, then press again in mid-air) and hold. Gliding is great for floating over deep drops when grapple spheres are not present. Just be ready to hear Redmond's opinions about gliding—whether you like them or not!

## SCURRYING AND SCURRY RAILS

Four legs are always better than two when it comes to speed. To sprint by scurrying on all fours, press and hold the [L2] or [R2] button while using the left analog stick or directional buttons to control your direction.

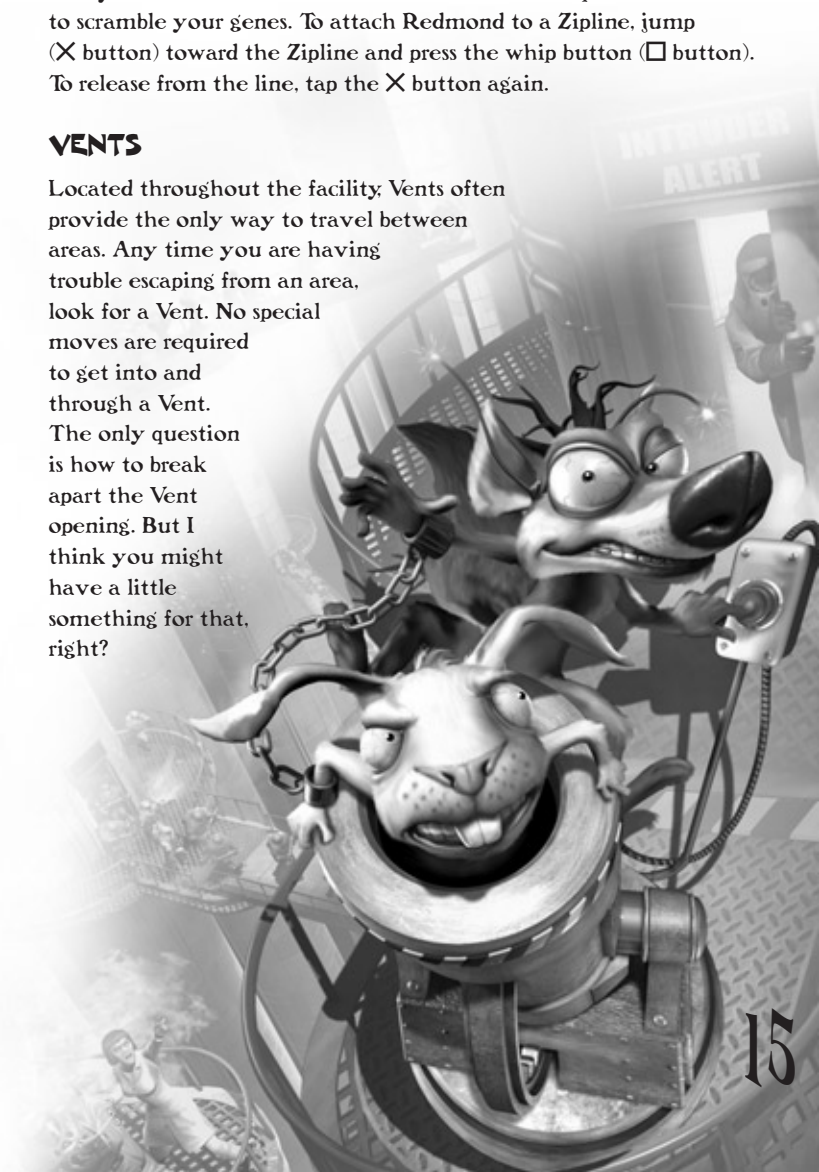
Scurry rails appear throughout the facility. By using them, you can access places (particularly higher-up areas) that look too remote to reach. To attach to a scurry rail, jump (X button) and press and hold the [L2] or [R2] button. You'll scurry on the rail.

## ZIPLINES

Ziplines let you glide over areas that are otherwise inaccessible. And you'll be safe from the clutches of Genron creeps who want to scramble your genes. To attach Redmond to a Zipline, jump (X button) toward the Zipline and press the whip button (□ button). To release from the line, tap the X button again.

## VENTS

Located throughout the facility, Vents often provide the only way to travel between areas. Any time you are having trouble escaping from an area, look for a Vent. No special moves are required to get into and through a Vent. The only question is how to break apart the Vent opening. But I think you might have a little something for that, right?




# COMBAT

Buck up! Your willing (or not?) partner is quite a versatile tool. Sadly for Redmond, using him is the only way either one of you is going to get out of Genron in your original birthday suit.


Once you become skilled at using your little buddy, you will be one powerful weasel, my friend.

## BASIC ATTACKS




### WHIP

This is a simple attack. Just hurl Redmond at the target. Press the  button to perform a whip attack.

### OVERHEAD SMASH

Useful on larger enemies. It's slow but does high damage. Press the  button to perform an Overhead Smash. Hold down the button to allow the attack to charge, then release to perform a Super Overhead Smash that does even more damage.


### 360 SWEEP


To perform this attack and trip your enemies, press the  or  button to duck and then press the  button.




## COMBOS





Some enemies are tougher than others. For those enemies who laugh at your basic attacks, you must learn to chain your moves.





**CHARGED SMASH** –  button (hold, then release), with Chain Charge only. This is an earned ability.





**AIR SMASH** –  button (in air), full charge from a threshold height. This is an earned ability.

**HYPER DASH** –  button (while hyper), damaging charge with reduced control. This is an earned ability.

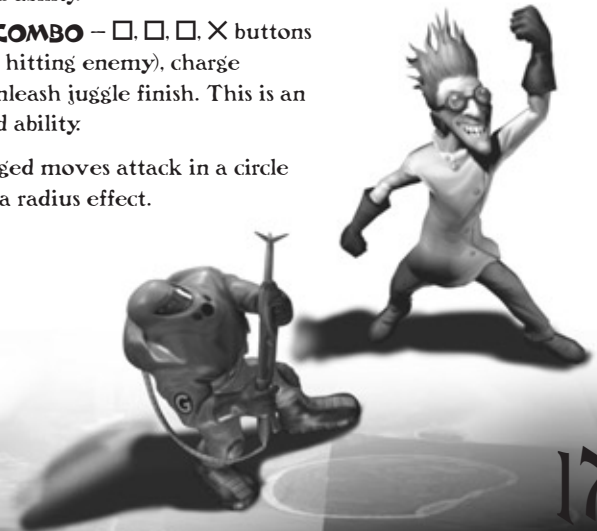
**CHAIN COMBO CHARGE** – . .  buttons (while hitting enemy).

**SMASH COMBO** – . . .  buttons (while hitting enemy) charges and unleashes smash finish.

**SWEEP COMBO** – . . .  buttons (while hitting enemy) charge and unleash sweep finish. This is an earned ability.

**JUGGLE COMBO** – . . .  buttons (while hitting enemy), charge and unleash juggle finish. This is an earned ability.

**Note:** All charged moves attack in a circle around you—a radius effect.





## POWERUPS

Redmond turns out to be a multi-use object. Genron's facility provides some items you can use to trick out your little friend and maximize his effectiveness.

### FUSION BARRELS

Located all over the facility, these barrels are used by the hazardous materials workers. Due to Redmond's impenetrable fur, you can dip him in these barrels without harm and get these instant rabbit upgrades:

#### FLAMING FUR BALL

It looks worse than it feels. Years of testing have made Redmond immune to serious damage. Light him up and watch your enemies flee!

#### HARESICLE

This frosty attack lets you freeze enemies solid, giving you plenty of time to make your getaway.

#### RADIOACTIVE RABBIT

This nasty attack poisons enemies and turns them into toxic relay runners, infecting everyone in their radius.

#### ELECTRO-STATIC RABBIT

Give 'em the shock treatment! This "zap attack" has the added bonus of chaining automatically between all enemies or destructible elements in its path.

#### HELIUM BUNNY

This powerup has no attack value but it does turn Redmond into a hot air balloon, letting you float up to places that you can't reach in any other way. Warning: Redmond will pop (like a balloon!) if he bumps into something.

# PICKUPS

Be on the lookout for items that can aid you in your quest. Find items by knocking them out of Genron employees. Occasionally items are also scattered around freely:

## HYPERSNACKS

Hypersnacks are a performance-enhancing (and slightly addictive) snack food manufactured within Genron.

Most Genron employees gobble them non-stop, so you can generally find them on anyone you bowl over. The Hypersnacks you collect are distributed between Spanx,

Redmond and a Hypersnacks pool. When either Spanx or Redmond receives enough goodies, he gains a level. Gaining a level with Spanx grants you more health; gaining a level with Redmond increases your attack power. From the Pause/Hypersnacks screen you can adjust/disable the distribution of Hypersnacks, and manually feed them to Spanx and/or Redmond.

## ROBOMICIE

What would a science lab be without an endless supply of Robomice? These little rodents are available throughout the facility. Toss a few into a room and watch the panic erupt! Not only do Robomice seem to scare the daylights out of humans, they've got a little mean streak and will blow up when they hit an enemy! To toss Robomice, press the **L2** or **R2** button, then quickly press the **Δ** button.



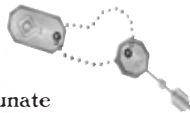
## BANDAGES

Hit a medicine cabinet and a roll of Bandages will pop out. Catch the roll and gain health – it's better than a spoonful of sugar!



## KEYS

These are your means of escape if you are unfortunate enough to be captured! With a Key, you can resume the game from your last checkpoint instead of starting at your last save point.



## SECURITY KEY CARDS

These are your ultimate tickets to freedom. You need to collect all seven of them to gain access to the CEO area and confront your oppressor. The main departments have two bosses. After defeating the first boss in a level, you can return to that level and attempt to defeat the Department Chief. If you beat the Chief, you will receive a key card. A certain "earned ability" is needed to gain access to the Department Chiefs.

# GENRON'S GENE POOL

## F. D. MANN

The slightly off-center C.E.O. of Genron, Franklin D. is fixated on animals and their oppression. More demented than evil, Mr. Mann believes he is bringing meaning and purpose to the lives of the animals he imprisons. There is no reasoning with him...he's gone, forget about it.



## LINCOLN the OWL

Lincoln is a half-real, half robot owl who will give you your mission goals. Even though he's a bit clumsy and more than a little silly, Lincoln is dedicated to putting an end to Genron.



## CAROL ANN

As a nurse, Carol Ann grew more and more disgusted by the experiments performed at Genron. She actively sabotages tests, and is a decent human being. She will help you in every way possible and has access to some useful technology. You just need to make it good for her too.



# MORE REVENGE!

Besides feeding your own narrow self-interest, you can do a lasting service for animals everywhere by hitting Genron where it really hurts: in the company bank. Your mission is to free all the animals and then break everything in the research lab to drive Genron out of business and into bankruptcy!

## ANIMALS

Genron tests every single product they make on animals, whether or not it makes sense. Helpless animals are everywhere in Genron. And it would be so uncool of you to ignore them. Besides, most freed animals are eager to take out their revenge on their captors. If you let them go, they will fight your enemies and make your escape a whole lot easier. What goes around comes around. Think about it.

## DESTRUCTION

You can free every animal and escape, but what good is it if you leave Genron standing? The only way to be free forever is to make sure Genron is no longer around. Driving them into bankruptcy is the one sure way to accomplish this goal. So bust up, thrash and destroy anything that's not nailed down. Make that anything at all, nailed down or not.

And...if you destroy enough Genron property to drive them into bankruptcy, you just might live to see the Genron honchos locked in a cage. How sweet is that?

# TEAM WHIPLASH

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