RLH

RUN LIKE HELL

HUNT OR BE HUNTED

MATURE
M
CONTENT RATED BY
ESRB

7146110

DIGITAL
DM
MAYHEM

Interplay

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.
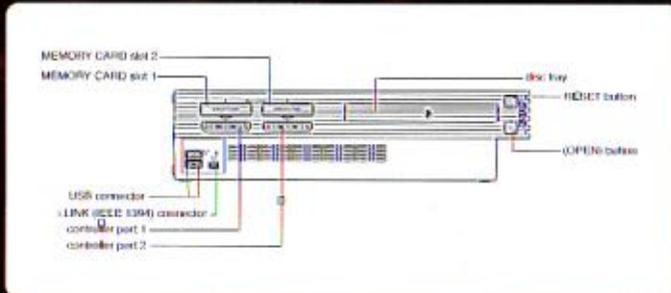
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MEMORY CARD slot 2
MEMORY CARD slot 1
disc tray
RESET button
(OPEN) button
USB connector
i.LINK (IEEE 1394) connector
controller port 1
controller port 2

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 *Run like Hell* 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.

DUALSHOCK®2 analog controller

L2 button
L1 button
R2 button
R1 button

directional buttons

△ button
O button
X 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)

NOTE: To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into memory card slot 1 of your PlayStation®2.

New Game: Start a new game.

Load Game: Load a previously saved game.

Options: Adjust various game settings.

OPTIONS MENU

Adjust various game settings.

Save: Save your current game.

Load: Load a previously saved game.

Video: Set your TV's brightness for optimal play.

Audio: Set the game to play in Surround Sound Stereo, or Mono.

Adjust the game's volume. You must press the X button to accept and save these new settings.

Controls: You can change the controller configuration by selecting Control Scheme.

Vibration mode can be toggled in this menu as well. Press the X button before exiting to accept the changes and save them.

Nick's Personal Operating System (POS) is equipped with state of the art combat routines that interface directly with his weapons. Threat detection is a part of this package and can Auto-Target any hostile creature in view.

R1 button: Aim Mode—Target locks the nearest enemy in Nick's field of view (when a weapon is equipped).

L2 button: Rotates the camera left around Nick.

R2 button: Rotates the camera right around Nick.

L2 button + R2 button: Look

While aim mode is engaged:

X button: Fires currently equipped weapon's primary attack.

O button: Fires currently equipped weapon's secondary attack if available.

□ button: Switches Nick's aim to the next closest threat.

right analog stick: Toggles Quick-slot weapons

left analog stick: Nick Conner's movement.

left analog stick plus L1 button: Dodge in the direction that the Left Analog Stick is held while targeting an enemy.

R3 button: Quick-Heal – Nick will use the appropriate health item to boost his health.

△ button plus R1 button: Causes Nick to either kick or Rifle-Strike any enemies directly in front of him.

X button: Activate/Operate/Pick-up.

□ button: Reloads equipped weapon (while not in aim mode).

START button: Options Screen

SELECT button: Inventory

NOTE: These are the Default controls.

ON-SCREEN DISPLAY

The Hegemony Heads Up Display (HUD) unit shows several statistics when different incidents occur.

The HUD automatically appears whenever Nick:

- takes damage
- heals himself
- aims or fires his weapon
- regenerates his armor
- reloads his weapon

HUD Status Bar

Weapon and Ammo Display: The current weapon is displayed in the upper left corner. If a weapon is not equipped, the left side of the display will not appear.

The number to the right indicates remaining ammunition.

Health and Armor Display: The image in the upper right corner displays Nick's current health and armor level. As Nick receives damage, the LEDs count down right to left. When Nick reaches approximately 20% health, the LEDs flash red. The armor LEDs display the remaining amount of power in Nick's personal shield unit.

Target Reticle: A blue targeting reticle appears beneath the current target. The dimmer the blue reticle, the closer the target is to death.

Exclamation Mark: Exclamation marks highlight items to be investigated.

Journal Update Icon: A purple icon appears in the center of the HUD whenever Nick receives a journal update.

PERSONAL OPERATING SYSTEM MENUS

Press the SELECT button to activate Nick's Personal Operating System. It's the latest the Hegemony has to offer. Nick can access inventory items, the map, and his journal. To access one of three different tabs, press R1 button to cycle the screens to the right, press L1 button to cycle the screens left. Press △ button or the SELECT button to exit the menus.

Inventory

Toggle between the Weapons and Items screens using the left and right directional buttons.

Weapons: The currently selected weapon appears in the central display screen, and the large box to the right displays the weapon's name and modifications. You can select a new weapon by pressing the Up or Down directional buttons. If you press the O button, then Nick will reload the highlighted weapon. If you press the X button, then Nick will equip the selected weapon. Once you have discovered weapon Mod Chips, you can add them to the highlighted weapon by pressing the □ button. The display will switch to the items display; select the desired Mod Chip and press □ button again. To accept the modification, use the right directional button to highlight YES and press the X button; if you have changed your mind, use the left directional button to highlight NO and press the X button. Warning: Mod Chips cannot be removed from weapons, so choose wisely.

Combining Items

Nick may have to combine items to solve puzzles or advance in the game. To combine items, press SELECT (and navigate to the INVENTORY screen) then press the right directional button to access the Items Inventory screen. Highlight the item that you want to attempt to combine by scrolling up or down with the directional buttons. Select an item and press the □ button. Scroll through the available items on the Combine Items screen. Highlight the one you want and press the □ button again. Select YES or NO and press the X button to attempt or cancel the merge.

Quick-Slots

Quick Slots allow Nick to change weapons without going into his inventory. Simply move the right analog stick to the left or right to cycle among the weapons in the Quick Slots. To add a weapon to the Quick Slots list, go to the inventory screen and highlight the weapon you would like to add. Next, press and hold the L2 button while pressing the △, □ or X buttons to assign the weapon to the first, second, or third quick slots.

Automap

The Automap indicates areas Nick has already explored. As Nick travels around the Forseti station, the Automap will keep track of his progress. Areas will be indicated on the right. Press the directional buttons to scroll the map. The Automap will also display information gathered on the states of the doors.

Journal

The journal tracks all of Nick's objectives as well as what has already been accomplished. The journal screen is separated into two areas:

- Journal: Notations of all past events for this level. Nick can read the journal to keep abreast of information gathered. Key codes will also be stored in this screen.

- Goals: Access Nick's current objectives. Completed objectives will appear in red.

CENTRAL CONTROL TERMINAL (CCT)

The CCT can be accessed by Nick and his friends on the station to perform the following tasks:

Robot: Remotely pilot a Hegemony robot.

Ventilation: Activate/deactivate ventilation systems.

Security Fields: Enable/disable security force fields.

Rifle

The rifle quickly spits out super-heated ceramic bullets. It's Nick's main weapon with plenty of ammunition.

Shotgun

There really isn't too much to firing a shotgun. It's a brute force weapon that works best up close. The closer you are, the more damage you can do.

Alternate Fire: Double Barrel (this has knock-back capability).

Hegemony Assault Rifle

A bigger, better version of the rifle that requires roughly the same skills. But it's capable of more damage.

Alternate Fire: Grenade launcher that ejects a bouncing grenade that explodes on impact.

Pulse Rifle

This weapon is a high-powered energy rifle that causes massive damage. The pulse rifle fires a plasma bolt at Nick's target.

Alternate Fire: Blast of energy that has a very large area of effect.

Bolt Thrower

Jaxn trep family weapon that does large amounts of damage.

Alternate Fire: Guided Missile that Nick has to pilot until it comes in contact with a solid object.

Jaxn trep Repeater Rifle

Automatic high-caliber firepower.

Alternate Fire: Concussive Blast with a huge area of effect that can knock down everything in its path.

Alien Weapon

A living organism that's unlike any weapon known to the Hegemony. Capable of massive damage, it has a symbiotic relationship with the user. Be careful. When fired, this weapon sucks energy directly from the user.

Alternate Fire: Bio Mortar. This fires a bio-organic energy morter that is quite damaging. Be careful. This weapon should not be used when Nick is low on health, otherwise the user might die along with the target.

Sonic Stunner

A less violent way of getting the uncontrollable under control. It will knock back lesser creatures.

Nitrogen Blaster

Liquid gas sprayer that freezes opponents in their tracks.

Explosive Crossbow

A weapon that Nick can build that causes significant damage to a target.

Mod Chips

The opportunity for Nick Conner to enhance all of his weapons exists through the use of Mod Chips (Modification Chips). They can be found throughout the decks. Some are in the usual places, while others seem to have fallen into the hands of black marketers and can only be found by searching.

Mod Chips can do the following:

- *Increase Damage*: The more Nick modifies the weapon, the greater the damage it does.

- *Increase Clip Size*: Add more ammunition capacity with this modification. (Not available on all weapons.)

- *Increase Burst*: Allow the weapon to fire more bullets per shot. (Not available on all weapons.)

Robot Piloting

Available at some CCT's, Nick will have the opportunity to remotely pilot robotic helpers. Once a robot has been activated, direction control is obtained through the left analog stick. If the robot is equipped with a weapon or any mechanical device, the aiming and using of the equipped item is similar to that for Nick.

CHARACTERS

Name: Nicholas Conner
Rank: Hegemony Captain
Race: Human
Age: 35
Height: 6' 4"
Weight: 240 pounds
Birthplace: Welfare Island, Washington DC, Old Terra

Born on Welfare Island, Washington DC, Nicholas Conner was raised by his cab-flying father after losing his mother at an early age. It's no secret that Conner had it rough, but he still managed to get good grades in school. And spending time with his father on cab flights through DC's inner cities gave him a deep respect for the art of vehicle piloting. But his ambitions weren't Earth-bound: Nick knew he wanted to conquer the most dangerous and unruly of frontiers: outer space.

Conner joined the Hegemony Air Force Academy at age 16. There, he impressed instructors and superiors with his almost supernatural level of intelligence and insight. A minor blemish exists on his record, however; along with a Jaнn'trep buddy and the daughter of the Academy's dean, Conner managed to somehow create an enormous crater where the dean's office used to sit. Exactly what happened isn't talked about very often, but the site of the disaster is to this day referred to as the Academy Crater. No one was hurt, so Conner managed to escape expulsion from the Academy.

He ended up graduating in the top 10 percent of his class and went directly into active service.

Conner quickly rose through the ranks of Hegemony, becoming, at age 27, its youngest major. He was in command of the HSS Gunnar during the Neh-Lok War when he experienced the high point of his military career: the historic Battle of Freyr.

In command of the HSS Gunnar, and accompanied by the battle cruiser HSS Thrym, Conner was instrumental in destroying a Neh-Lok science station. But both ships came under heavy fire as a result. Defying his general's orders to abandon the system, Conner maneuvered his ship toward a nearby gas giant where he had a hunch the Neh-Lok fleet was hiding. Turns out he was correct: the enemy had discovered a way to escape scanner detection by hiding in the atmosphere of the gas giant.

Acting on his hunch, Conner ignited the planet's atmosphere with his weapons, subsequently destroying the entire enemy spearhead. Though it proved to be a major turning point in the battle (the Neh-Lok ultimately surrendered to the Hegemony) Conner had risked his crew's life in the process.

Conner was decorated as a war hero, but was demoted because he had disobeyed a direct order on a mere hunch. He went from major to captain and was forced to spend the remainder of his commission monitoring the Border Worlds. Conner is stationed on the Forseti space station, where he lives with his fiancée. Dr. Samantha Reilly.

Name: Dr. Samantha Reilly
Job Description: Xeno-Biologist
Race: Human
Age: 32
Height: 5' 10"
Weight: 120 pounds
Birthplace: Heimdall's Tear, Heimdall System

Samantha Reilly was born on Heimdall's Tear, one of the many military outposts in the Border Worlds. Her father, Corporal Kenneth Reilly, was a decorated veteran of the Jaxn'trep Wars. When Samantha was five, he was killed in a space battle against pirates, and she and her mother decided to stay on Heimdall's Tear.

Samantha was an extremely bright student, who easily outpaced her classmates. During her teens, she debated on whether to join the military or head off to school. Although she would have liked to follow in her father's footsteps, there was something that sparked her passion even more.

As a child, a wandering band of Jaxn'trep visited the planet, and Samantha was intrigued by aliens in her all-human world. As she grew older, she studied alien biology, marveling in the differences between the races.

Upon application to the prestigious University of Io, Jupiter, she was accepted. There she met her best friend, Amanda Bethune. Once again Samantha excelled in her class, graduating suma cum laude with a PhD in Xeno-Biology.

A deluge of job offers came her way. Her sensibilities still tended to lean towards the military end of research, and at the age of 24 she took a job at the Hegemony Research Planet. For the next two years she studied all sorts of creatures, even the elusive Ruhs of the Uller System.

At the age of 29 she was given the assignment of a lifetime. There was a special roving band of scientists in the Hegemony, whose mission included finding and studying new life forms and environments. Samantha's name was brought up as a candidate to lead the group. After a lengthy interview process, she was given the position, thus becoming the youngest scientist ever to head the group.

Choosing employees, she thought of her best friend Amanda, who joined the team a year after Samantha started.

The group studied a number of new and exciting species, until the fateful day that merosteel and uranium was found in a remote Border World in the Centauri System. Samantha and her group were sent to the Forseti Station to oversee the scientific applications. When she arrived in the system, there were two other discoveries, a new dinosaur-type life form on the planet below and a Neh-Lok on the station. (Never having seen a Neh-Lok, Samantha has tried unsuccessfully to make an appointment with the alien.)

It was also on this station that Samantha met and fell in love with Captain Nick Conner, a war hero from the Neh-Lok War. They plan to be married in December, Standard Time.

Name: Dr. Amanda Bethune
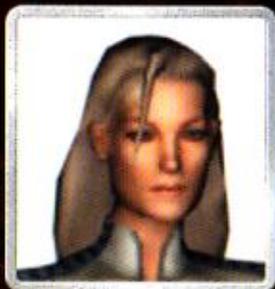**Job Description:** Geologist
Race: Human
Age: 31
Height: 5' 3"
Weight: 115 pounds
Birthplace: Firebrand, Draconis System

Dr. Bethune was born in the main metropolis of the Draconis System, a planet called Firebrand. Her mother, Julia Bethune, died when Amanda was five, which left her father, notable geologist Frank Bethune, to raise her on his own. Growing up in a thriving colony was not difficult for young Amanda, who graduated in the top five percent of her high school class. She followed up that impressive achievement by gaining entrance into the prestigious University of Io, Jupiter.

It was in her third year at UI that she met her best friend, Dr. Samantha Reilly. They hit it off immediately and were nearly inseparable. In college, Amanda decided to follow in her father's footsteps, and received a PhD in geology.

After graduation, Samantha and Amanda went their separate ways. Amanda joined a small scientific group that worked mostly in the Sol System of the Hegemony. For three years she helped study the rings of Saturn, but she began to grow restless. Her father had always been intent on just studying rocks and trying to come up with the history of the universe, but Amanda was different. She longed to explore. She wanted to study the asteroid belts of Orion or the ice flows of the Cranius System.

At the age of 27, she got her chance. After graduation, Amanda and Samantha kept in touch, exchanging Gate messages back and forth over the years. One day Amanda received a message from her friend, giving her the opportunity of a lifetime: Dr. Reilly was head of a roving group of scientists investigating scientific anomalies and she asked Amanda to join them.

The border worlds themselves were highly contested during the Neh-Lok War because of the large number of ancient ruins and strange geological and biological contents. Their potential for amazing discoveries was the chance Amanda was waiting for.

Within a year, she used all of her savings to buy a long-range ticket to the small Border World of Heimdall's Tear. There she joined the group. They traveled to different sites, studying everything from the nitrogen fields of Baras II to the ice flows of the Regir Asteroid Belt.

Finally, the Hegemony government got wind of a recent discovery of uranium and merosteel in the asteroid belts outside of Centauri II. Dr. Reilly's group was assigned to make sure that anything else discovered would be fed through Hegemony government channels first. When they arrived at the Forseti Station, the group discovered a new life form on the planet below the station.

Name: Dag'rek
Rank: Sergeant
Race: Jaнn'trep
Age: 35 (equivalent)
Height: 6' 10"
Weight: 275 pounds
Birthplace: The floating clan ship Keras'rek

Dag'rek was born on a floating clan ship called the Keras'rek. In Jaнn'trep society, each member is born into a clan. Each clan roams the galaнies in a massive, ornate vehicle called a clan ship, which is the power base for that particular group.

Dag holds good memories of his days on the clan ship. He befriended the family elder, Teris'rek, which led to many adventures as the ship traveled slowly across the cosmos. During his youth, Dag was present at the peace conference of Beles VI, and he even met the Hegemony leader, President Lau.

The Hegemony conquered the Jaнn'trep race 50 years ago, and since then they have served in the Hegemony's armed forces, and today the Jaнn'trep even hold two seats on the Vaenir Council. The firstborn Jaнn'trep are sent off to the front lines to give their clan, and their very race, honor in battle.

Dag was firstborn of the 50th generation of the Rek Clan. This means that he holds the honor of the clan, just like every firstborn in the generations before him. So when he was old enough, Dag was sent off to the front lines of the Neh-Lok War.

During his time in the Hegemony military, Dag received many medals of honor, including the bronze star and a purple heart for an injury he had sustained in the historic Battle of Freyr, which ended the Neh-Lok war. To his people, he had become a hero, symbolizing all that was the true Jaнn'trep warrior.

After the war, Dag was sent to various locations throughout the galaнy, mostly to police small colonies and keep the peace in the Border Worlds. A few years ago he was sent to Nertha VII to help quell the Nitrogen Riots. During this operation, he was given an order by his human superior to shoot the hostile civilians. Not only did Dag disobey the order, but he punched the commander into unconsciousness.

For his disobedience, Dag prepared himself for immediate court-martial, but both of the Jaнn'trep councilors on the Vaenir Council came to his defense, saying that the order to shoot civilians directly violated the honor code of their culture. The Jaнn'trep are very strict about warriors and battle. So to keep relations good with their alien allies, the Hegemony president himself pardoned Dag'rek, but he was demoted to sergeant.

Dag'rek was sent to a little-known refining station on the outskirts of the Border Worlds. He is still currently at the Forseti Station, as acting security chief.

Name: Lau Meiyin, aka Jinx
Race: Human
Age: 16
Height: 5' 4"
Weight: 105 pounds
Birthplace: Constantine, Hegemony
Capitol, Woden System

Jinx was born Lau Meiyin, daughter to the current Hegemony President, Lau Zhijian. Growing up in the public eye took its toll on both Jinx and her mother. President Lau was rarely home, and when he was, he was a stern taskmaster.

Even in her early years, Jinx was a rebel. She was arrested twice for disorderly conduct, and once for trying to obtain Jaxn'trep Ale at a local bar. As a result, her father assigned two bodyguards to watch her at all times.

During the Neh-lok war, Jinx and her mother were forced into hiding for their safety. During the next three years, the two went from system to system, always trying to stay safe and out of sight. Finally, after three long years of this, with no end in sight to the war, Jinx's mother decided that she'd had enough. While still in hiding, she contacted an attorney and served the President of the Hegemony with divorce papers.

It was a devastating blow to the administration, and some even said that President Lau's chances in the upcoming election were almost nil. However, a young Hegemony captain single-handedly broke the Neh-lok fleet and the war was finally over. President Lau's approval rating went up, and the whole divorce dropped into obscurity.

Jinx and her mother continued to move around. Her mother's work as a chemist took them to the far sides of the galaxy. President Lau never asked for custody, although Jinx was expected to visit him whenever they were in adjacent systems.

Jinx's mother met Dr. Reilly, an up and coming xeno-biologist who had gathered a group of scientists to work for the good of the Hegemony government. Jinx's mother had reservations about working for the government, but Dr. Reilly's enthusiasm won her over.

Within six months, Dr. Reilly's team had arrived on the Forseti Station. Jinx settled in, but quickly grew bored and restless. She started hanging around the control center, where the station's communication's officer, Commander Sanderson, took Jinx under her wing.

Jinx found that she had a natural affinity for computers, and with lessons from Sanderson, and a young Mnyanlys named Jessie, Jinx quickly learned all of the ins and outs of the computer system of the Forseti Station. Which was not necessarily a good thing.

Since she has been at Forseti, Jinx has crossed the security chief, Dag'rek, sixteen times, mostly for hacking into different personal databases and other minor offences. It usually means a day or so in the detention center, until being released and starting all over again.

Name: Craig O'Feargal
Race: Human
Age: 39
Height: 6' 6"
Weight: 245 pounds
Birthplace: Regal IV

Craig O'Feargal was born into poverty on the border world of Regal IV. His father, the renowned Xeno-Biologist Sirus O'Feargal, was an overbearing man who ruled his family with an iron fist. Because of this, Craig started rebelling early in life. At fifteen he was arrested for petty theft. At sixteen, he was hauled in again for starting a drunken brawl in one of the colony taverns. Through his seventeenth and eighteenth years, Craig got into a slew of problems with the local police, to the point that at age nineteen he was kicked off the planet.

After this exile, he joined the Hegemony Marine Corps, but it became a very short stint when Craig punched his commanding officer. For the next five or six years, Craig went from job to job, sometimes working as a hired mercenary, sometimes as a bouncer for local merchants. His most notorious job was when he worked for the noted gang lord Darex'Nar in the Border Worlds. It was there that Craig was arrested again, this time for smuggling and laundering money.

Craig spent the next five years in the Baldur Prison Colony. But to an extent, he finally got his life together. When Craig was released from prison, he followed a tip from a fellow inmate, and settled down in the diamond mines of Alaisiagae. He finally found his passion, working deep in the mines: armed with explosives and high-tech

mining equipment, he felt at home. Never intent on promotion, Craig worked in the mines while the Forseti Corporation shipped him to various parts of the galaxy.

He worked in the comet belt of Hodr, mining precious water and hydrogen from the frozen planetoids. He kept a mostly low profile, just doing his job to the best of his abilities and keeping his head down. After the comet belt, Craig was shipped to the Nitrogen Fields of Nertha VII. During the Nitrogen Riots a year later, Craig was one of only three workers who didn't strike against the Forseti Company.

In reward for his loyalty, Craig was sent to the Forseti Station to help mine for plutonium and other precious materials. For the first time in his career, he was given a management position and a significant pay increase.

Since at the station, Craig has done a good job of keeping the Refining Machine of the Forseti Station clean and functional. After three months of management, however, he started getting the itch again, and is currently doing actual mining of the asteroids.

Recently, part of the station was given to various scientist groups when a new life form was found on the planet below. Craig seems to resent the scientists immensely, and since they've moved in, he's had three run-ins with the station security chief over drunken and disorderly behavior.

Name: Niles (real name unknown)
Occupation: Engineer
Race: Mnyanlys
Age: 45 (Human equivalent)
Height: 5' 6"
Weight: 375 pounds
Birthplace: JeghnYu, system unknown

The Mnyanlys are a race of herbivores that evolved on a world with almost no major predators. As such, they tend to have a herd mentality and rarely move into authority positions. Most of Mnyanlys culture has been kept secret, even from their human allies.

Mnyanlys are wizards at engineering. They can reverse engineer almost any technology, although, because of their culture, it is very rare for them to invent anything themselves. Since joining the Hegemony, the Mnyanlys have become invaluable in various military operations and in the private sector.

When a Mnyanlys ventures out into human space, they tend to take on human names, leaving their true names unknown to all except their closest confidants. Mnyanlys believe that a name holds power over the soul, and should never be given lightly.

Little is known about the Mnyanlys, called Niles, before his time working for the Forseti Corporation. Intelligence does know that Niles came to the station five years ago and applied for an engineer position.

At first, his superiors sent Niles to various stations and mining structures all over the known galaxy. He gained a reputation as extremely handy and intelligent, even by Mnyanlys standards.

The Corporation sent him to the Forseti Station to help with the renovations there. The sudden find of merosteel and other various elements in the Centauri Asteroid Belt made the station a key point in the corporation's strategy.

Niles is an easy-going sort who tends to be shy and reserved. Four months ago he was offered a promotion to Head Engineer, but in true Mnyanlys tradition, he turned it down. His son still lives with him, but the two have started to bicker. It seems Jessie likes to hang out with the human teenagers, and has developed some of their uglier habits.

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'Shallow Bay'
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Jamie Thomason

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Peace   jester

Additional Cinematics

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Graphics Engine

Engineered and Mixed in

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Voice Talent

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Dr. Mek   .... Kate Mulgrew
Dag'rek   .... Clancy Brown
Niles ...... Kevin Michael Richardson
Fre   .... Brad Dourif
Craig   .... Thomas F. Wilson
Samantha   .... Cree Summer
Jinx   .... Pamela Segall
Jessie   .... Jason Marsden
Commander Mason   .. Michael Ironside
Amanda   .... Grey DeLisle
Computer   .... B.J. Ward
Jaxn'trep Guard #1
    .... Kevin Michael Richardson
Female Miner #2   .... Tress MacNeille
Miner #1 .... Sherman Howard
Scientist #4   .... Rob Paulsen
Huginn Captain   ..... Tress MacNeille
Marine   .... Corey Burton
Marine Leader   .... Julianne Grossman
Human Guard #1   ... Sherman Howard
Engineer   .... Sherman Howard
Scientist #1   .... Rob Paulsen
Scientist #3   .... Corey Burton
Scout   .... Tress MacNeille
Forseti Control   .... B.J. Ward
Miner #3   .... Rob Paulsen
Miner #6   .... Jamie Thomason
Miner #4   .. Kevin Michael Richardson
Miner #5   ...... Julianne Grossman
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