A New World, A New Hero.

"The visual effects are so good, it's almost like you're in the game. This is a must-see." - IGN

"...an amazing-looking thinking-man's game." - G4TV

"...a stunningly beautiful and imaginative game that will keep you coming back for more." - GameSpot

"Herdy Gerdy" - Eidos

Eve of Extinction
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 of backgrounds or on camera effects while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may trigger previously undiagnosed 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: difficulty in attention, dizziness, altered vision, eye or muscle twitching, 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 LED 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 products should be used in the controller ports or memory card slot.

HANDLING YOUR PLAYSTATION® 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC/AAC design.
- Do not bend, crack, or damage 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 break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in protective cases when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping at night lines from center to outer edge. Never use solvents or abrasive cleaners.

EDDIE INTERACTIVE LIMITED WARRANTY

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This limited warranty is not applicable to normal wear and tear. This limited warranty shall be applicable and shall be void if the defect in the EDDIE Interactive has arisen through abuse, unreasonable use, negligence, or alteration. This limited warranty is in lieu of all other warranties and/or representations or covenants of any nature shall be binding on or obligate EDDIE Interactive. Any implied warranties of merchantability and fitness for a particular purpose are limited to the ninety (90) day period described above. Some states do not allow limitations on how long an implied warranty extends and/or restrictions or limitations of incidental or consequential damages, so the above limitations and/or restrictions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

For warranty support please contact our Customer Support department at 1-855-EDDIE-FAQ. Our staff is available Monday through Friday, 8:00 a.m. to 5:00 p.m. Pacific Time. You are responsible for all charges. Customer Support Representatives will not provide game links, strategies, or cheats.

PRODUCT RETURN PROCEDURE

In the event our support agents determine that your game disc is defective, you will need to forward material directly to us. Please include a brief letter explaining what is incorrect and why you are sending it to us. The agent you speak with will give you an authorization number that must be included. You will also need to include a return address phone number as well as the return shipping address if necessary. Any materials not containing this authorization number will not be returned to you for any reason. Your college and package should be sent to the following address:

Eddi Interactive Customer Services
811 Brianne Street, Suite 800
San Francisco, CA 94107
MMU Exclude your authorization number here.

Note: You are responsible for postage for your game to our service center.
ENEMY MAX BATTLE - Displays the enemy's health meter and enemy's name.  
When you're fighting boss characters, a portrait of the enemy is displayed on the left side of this meter.

MPS - Number of hits inflicted on enemies. At times this indicator will show the maximum number of hits inflicted.

LEGACY WEAPON REVOLVER - Displays the equipped Legacy Weapon in the center with other relevant information. To view other weapons you have, use the CIR and CIRH buttons to resolve the selection of weapons. The order of weapons in the revolver can be changed via the PSA MENU.

LEGACY EXP - Experience point percentage for each weapon. When this reaches 100%, the level of the weapon increases by one. The experience point percentage for each weapon increases when you successfully attack enemies and the MP number goes up.

OXYGEN METER - Displayed to the left of the Legacy Weapon Revolver when Josh is underwater. When Josh is submerged, the oxygen meter starts to decrease. When it reaches zero, the health meter starts to decrease. You can replenish the oxygen meter by going up for air.

LEGACY DRIVE (SPECIAL ATTACK) - Push down the LKH button prior to display the Legacy Drive signature. Then trace the signature with the right analog stick to execute the Legacy Drive of the weapon equipped. Push down the LKH button again while the Legacy Drive signature is displayed to cancel its execution. (See p. 21.)
**COMBAT CONTROLS**

**TARGET LOCK**
When you hold down the L1 or R1 button, you lock onto the closest visible enemy.

**WEAPON CHANGE**
Press the L1 or R1 button to change weapons. You can also change the weapon during combos to maximize damage.

**ATTACK**
Press the R2 button to execute attacks. Press either button repeatedly to execute various combo attacks.

**JUMP ATTACK**
Execute a jump attack by pressing the L1 or R1 button while jumping. Press either button again when landing to execute a jump-bounding attack. Note that attacks and jump-bounding attacks depend on the weapon equipped.

**PDA MENU**

Press the d-pad button while playing the game to access the PDA MENU. Use the directional buttons ▒ or ▒ to make your selection. Press the ▒ or ▒ button to accept your selection. Press the ▒ button to cancel a selection and return to the game screen.

**STATUS**
Review the weapons currently in your possession and confirm the information on the weapons.

**LEGACY / HOSTILE WEAPON REVOLVER**
Change the order in which weapons cycle in the Legacy Weapon Revolver. There are two ways to change the weapon order: You can select two weapons and swap their places or select one weapon and insert it between two other weapons by placing the cursor between them.

**INFORMATION / LEGACY / PROPERTIES** — View the properties of the Legacy weapon selected, including:
- Level of Legacy
- Power of Legacy
- Agility or speed when using Legacy
- Attack range of Legacy

- Display Legacy selected
- Display Legacy Drive signature
- Display Legacy attribute

**ABOUT THE LEVELS OF LEGACY** — The Legacy weapon's level increases as you accumulate experience points by attacking enemies. As the Legacy weapon level increases, the number of attack combos and Legacy Drive power increase as well.
DATA
Confirm the contents of the PDA modules: you pick up during the game. When the contents are displayed, you can scroll up and down the screen by pressing the directional buttons up and down.

SAVE
Save a game in progress. You can save almost anywhere in the game. However, when resuming a saved game, you will be placed at the beginning of the map you last played or at the last bay area point.

To save game data, insert a memory card (save the PlayStation 1 into MEMORY CARD slot 1. Note: Some data cannot be read when the memory card is inserted into MEMORY CARD slot 2.

This game requires a minimum of 4MB of available memory to save game data. If less than 4MB of free space is available, move older data before saving.

A maximum of three game data files can be saved onto a single memory card.

No, the game data is being saved or loaded, do not turn off or insert the memory car or pull out the memory card. Doing this may cause data corruption to the saved game.

You can load saved game data from the same card or from any memory card containing previously saved. E.V.E. OF EXTINCTION game.

CLIMB UP OR DOWN ON POLES:
1. Finish pole
2. Move up/down on pole
3. Resit left/right pole as axis
4. Somersault backward off pole
5. Release hold to fall directly below

JUMP ONTO POLE OR X button
left analog stick
left analog stick

PICK UP BUTTONS OR SWITCHES:
1. Push button or push
2. Left analog stick
button

Note: You can also attach a button to a weapon to activate it.

SWIM:
1. Move forward
2. Change direction
3. Grab

Note: Bumping into water with a weapon-equipped will automatically unsheath the weapon.
BARE-HANDED ACTIONS

A Character can perform the following actions when bare-handed:

1. Grab a ledge
2. More left/right on ledges
3. Somersault backward
4. Pull yourself up
5. Release held to fall directly below

JUMP TOWARD A LEDGE, WALL, ETC.

1. Grab a ledge
2. More left/right on ledge
3. Somersault backward
4. Pull yourself up
5. Release held to fall directly below

CLIMB UP OR DOWN LADDERS:

1. Grab ladder
2. More up/down on ladder
3. Somersault backward off ladder
4. Release held to fall directly below

OPTIONS MENU

Use the OPTIONS MENU to change game options. The settings you make in this screen will be saved when you save the game data. Press the directional button △ or ○ to make your selection: △ or ○ to change the setting.

SOUND — Select STEREO or MONO game sound.

BGM/VCE — Adjust the volume of background music.

SFX VOL — Adjust the volume of sound effects.

NAVIGATION — Turn the Legacy navigation messages ON or OFF.

SUBTITLE — Turn subtitles ON or OFF.

VIBRATION — Turn controller vibration ON or OFF.

DIFFICULTY — Set the game difficulty from EASY, NORMAL, HARD, or VERY HARD. The default setting is NORMAL DIFFICULTY settings can only be set when the OPTIONS MENU is accessed from the MAIN MENU.

CONTROLLER CONFIGURATION — Press the △ or ○ button to access the CONTROLLER CONFIGURATIONS MENU. Use the menu to change button assignments of the △, ○, ×, and L button. CONTROLLER CONFIGURATION can only be set when the OPTIONS MENU is accessed from within the game.

EXIT — Return to the game screen.

(You can also press the △ or ○ button to return to the game screen.)
PAUSE MENU

Press the button during gameplay to pause the game and display the PAUSE MENU on the PAUSE SCREEN. Press the directional buttons or to navigate through the menu. Press the or button to accept your selection. Press the button again or press the or button to return to the game from the PAUSE SCREEN.

RADAR - Change the radar map displayed in the upper right corner of the game screen. To return to the PAUSE MENU, press the or button.

RADAR ON/OFF - Toggle the radar ON or OFF by pressing the or button.

CUT GRIND - End the game and return to the TITLE SCREEN.

MObILITY CONTROLS

RUN/WALK

Move the left analog stick all the way in the direction you want to run. Move the stick lightly to walk.

JUMP

Press the button to jump straight up. Move the left analog stick while pressing the button to jump in the direction you choose. You can also make adjustments to your jump in midair by using the left analog stick.

LEGACY ACTIONS

Press the button to execute different actions specific to each legacy.

1ST PERSON VIEW

Push down the (L,R) button once to toggle the view from 3rd person to 1st person. Use the left analog stick to look in different directions. Push down the (L,R) button again to return to 3rd person view. Note: Josh is not able to move while in 1st person view.
GETTING STARTED

Set up your PanStead® computer entertainment system according to the instructions in the instruction manual. Make sure the VVR POWER switch (located on the back of the console) is turned on. Press the REST button.

When the power indicator lights up, press the open button and the disc tray will open. Place the EDD: ONE OF EXTINCTION 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.

CREDITS

STUDIOS

TOKYO

Executive Producer: Takashi Taniguchi
Creative Director: Yosuke Saito

ARTISTS

Game Designers: Yuki Takeo, Katsuhiko Takeo
Game Designer: Maki Ohara

ACKNOWLEDGEMENTS

Software Engineer: Takashi Takeshi
Audio Engineer: Kenji Yamada

THE CREDITS

DOCO INTERACTIVE U.S.

Senior Director of Development: John White
Director of Development: Shingo Sato
Director of QA: Toshiaki Nakamura
Quality Assurance Manager: Masahiro Tate
Technical Support: Takeshi Matsumura

RECORDS

Production: Takeo Yuki
Music: Masahiko Takeo

STUDIO CREDITS

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Wise Words

Listen to what Elieel says!
She may talk too much but in fact, she is just trying to help you. Her Legacy navigation messages provide vital clues that may help you get through the game.

Use the weapon switch combo effectively!
It's simple. Just press the L or R button while attacking enemies to execute a Weapon Switch Combo. This attack usually inflicts much more damage on enemies compared to the ordinary melee attacks. This technique will prove invaluable as you progress through the game.

Check your surroundings in 1st person view!
"The stuck. I can't get anywhere?" At times like this, try checking around both with the 1st person view. You might find a clue in unexpected areas.

Use Legacy actions. Even combine them!
"It's too high (or too low) to wash." Use the Legacy Actions of the Rod and Smoke Sword. These weapons may help you reach your destination. Also, a time may come when you need to combine these two Legacy Actions.

Pick up every PCI!
PCI Data Modules that enemies drop contain vital information. At times, you may discover hints on making progress within the game.

Sink, or swim! Be courageous!
"I can't reach the other side! It might fall and die." Don't be afraid to take risks - although courage, you may reach a new area even when you didn't think it was possible.

Use your bare hands as a safety net!
"Oh no! I'm gonna fall down!" At a time like this, switch to your bare hands. Josh may be able to grab onto something and avoid danger.

Starting Up

DualShock®2 Analog Controller Configurations

- L2 button
- L1 button
- Directional buttons
- Left analog stick (L2 button when pushed down)
- R2 button
- Right analog stick (R3 button when pushed down)
- START button
- SELECT button
- ANALOG mode button
- △ button
- X button
- O button

For: One of Extinction is best played with the DualShock®2 analog controller. The controller should be connected to controller port 1. When using 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 settings from the OPTIONS MIII.

To reset the game and return to the TITLE SCREEN during a game, press the SELECT 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.
DEFAULT CONTROLS

L/R button
- guard/trigger lock
- intense grip when hanging on pipes, ledges, etc.

X/Y button
- change to next weapon or weapon combo count/selector

Start button
- escape from battle
- change to 1st person view

Left analog stick
- move character and camera in 1st person view

Cross button (push A on left analog stick)
- change to 1st person view

△ button
- pause game/display PAUSE MENU

□ button
- display MAXIMUM
- skip movies (except for Button Timer Sequences)

ITEMS

You obtain items by defeating enemies or breaking boxes.

ENERGY CRYSTAL
Replenishes Josh's health.

VITALITY CRYSTAL
Replenishes Legacy Drive energy.

PDA DATA MODULE
The Personal Digital Assistant, a portable information terminal that is distributed and owned by members of the Khan. The PDA Data Module is an information storage media that is inserted into a PDA. When you pull up a Data Module, enter its sentence via the DATA MENU in the PDA MENU.

IMPORTANT ITEMS
During the game, you'll encounter certain items that are important, such as a key to get through a locked door. You must obtain these items however, enemies holding important items have a red mark above their head.
**BUTTON TIMER SEQUENCES**

During the game, events (movies) will occur that require you to press buttons to avoid potential damage. If you manage to press the button indicated on screen within the required time, you will avoid damage. If you fail to press the correct button or miss the timing, you will receive damage. Button Timer Sequences cannot be skipped, but you will not die from any damage you receive.

**OK**: You don't receive any damage.

**MS**: You receive some damage.

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**LEGACY NAVIGATION MESSAGES**

During the game, Eliot will talk to you to help you navigate. Her transmissions are called LEGACY NAVIGATION MESSAGES. Eliot will guide you through the game with useful information. Legacy navigation messages can be turned ON/OFF from the OPTIONS MENU.

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**MENU CONTROLS**

- Directional buttons: select menu item
- *button* | *button*: confirm menu selection
- *button* | *button*: cancel menu selection/return to previous screen
THE LEGACY OF WISDOM

United States, early 21st century...

The nation is wealthy and its people boast a high standard of living. In the midst of this prosperity stands Wisdom, rising high in the field of bio-genetics. But the true reason for Wisdom’s rise is not in bio-genetics at all. Rather, it’s in the development of a unique new weapon... "Legacy".

A fusion of ancient metal and the human nervous system, a masterpiece of destructive power, Legacy has become an essential component in underground military deals. Manipulating this vast source of income and power, Wisdom begins to harbor a new ambition... world-wide military control.

Wisdom employee Josh Calloway and his partner, Elior Evergrand, uncover the plot and try to escape the corporation’s clutches. They fail, held captive, Josh is subjected to experimentation while Elior’s nervous system is warped into the core of the weapon (Legacy model). The code name of that model is "SEED".

LEY SEEDS

LEY SEEDS are sometimes found where energy overflows from intersections of Ley lines.

LEY LINE

LEY Lines are streams of Chi that circulate all over Earth. The areas where multiple Ley Lines intersect pour out energy. This overflow of energy can only be seen by wielders of advanced Legacy. You can replenish your health and Legacy Drive energy by coming in contact with a Ley Line. A single Ley line will provide an infinite amount of energy.

LEY SEED

LEY Seeds are matrix materialized from an overflow in the intersection of Ley Lines. This is the Legacy Drive’s power-source. Two Ley Seeds (Blue and Red) are required to activate the Legacy Drive of each Weapon Crystal.

Note: Once Ley Seeds are set on a Weapon Crystal they cannot be removed.

SECRET PROTOTYPE EXPERIMENT

Objective: "EIB/LL-1234")

Project: PPQ1000

Description: "The experiment is intended to begin as soon as the Weapon Seer reaches the third construction."

Caution: "This is a prototype weapon that the corporation has developed for its own defense. No unauthorized personnel are allowed to handle it."

 Shrine: "The weapon is powerful and requires precise handling. Use it only in an emergency."

Note: "The experiment is intended to be conducted in a secure facility."

Final Instructions: "The experiment is scheduled to begin at 12:00 PM on September 15th."

[Image of a character]
WEAPON SWITCH COMBO
While pressing the ◆ or ◼ button to attack enemies, you can change weapons by pressing the ◆ or ◼ button to execute Weapon Switch Combo attacks.

JOSH CALLOWAY
He may be a typical youth psychologically, but he has exceptional reflexes and physical strength.

ELIEL EVERBAN
Josh’s girlfriend and co-combatant. After Whiten, stripped her soul from her body to create the weapon ELS, her existence has been a soul without a physical body. She can take shape as a weapon or a human being, but her human form is merely a hologram-like existence.
STARTING THE GAME

TITLE SCREEN
Press the button at the TITLE SCREEN to display the MAIN MENU. Use the directional buttons to navigate through the menu and press the button to accept your selection.

NEW GAME - Start game from the beginning.
SOUND GAME - Load previously saved game data. (CAB GAME will not appear if no saved game data exists in the memory card.)
OPTIONS - Set game settings for the game. The game settings can also be changed in the game from the OPTIONS screen.

GAME OVER AND CONTINUES
The CONTINUE SCREEN is displayed when Jack’s health meter reaches zero. From the CONTINUE SCREEN, select YES to continue the game at the stage you left off. Select NO if you do not want to continue the game. This will take you to the GAME OVER SCREEN and then back to the TITLE SCREEN. If you do not make your selection on the CONTINUE SCREEN for some time, it will take you to the GAME OVER SCREEN.

LEGACY ACTIONS
Press the button when a weapon is equipped to execute a move that makes use of the weapon’s physical attributes.
Be using the Soul like a pole, you can jump much higher and farther.
The Slav Sword can shoot out the blades to accord the attack distance. You can use this attribute to anchor the tip of the sword to a wall. When the blue confirmation, you can pull yourself toward the wall. The same action is possible while jumping.

LEY SEEDS
The Legacy Drive of a weapon can only be executed when two Ley Seeds (blue and red) are set on each Weapon Crystal.

LEGACY DRIVE
If you have two Ley Seeds set on a Versus Crystal, you will be able to execute its Legacy Drive providing that you have enough Legacy Drive energy on your Legacy Drive meter.
Press down the button once to invoke the first phase of the Legacy Drive execution. This will then set a Legacy Drive Signature drawn on the screen.
Watch your right analog stick, trace the signature inside the circle in the order as shown in the menu. When the signature has been traced directly, the Legacy Drive is executed.
Note: The Legacy Drive signature and effect differ depending on the weapon equipped.