Precautions

This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. When handling the disc, do not touch the surface. Hold it by the edge. Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft, dry cloth. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitches, or irrational movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

PIRACY

The unauthorized reproduction of all or any game part of this product and the unauthorized use of registered trademarks are likely to constitute a criminal offense. PIRACY harms Consumers as well as legitimate Developers, Publishers, and Retailers. If you suspect the game product is an unauthorized copy, or have any other information about private product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Numbers.

Thank you for purchasing SOS The Final Escape™ software designed for use with the PlayStation®2 computer entertainment system. Please read this manual carefully before playing the game, especially those sections that cover operating instructions and safety precautions.

* DVD-ROMs are easily damaged by dust and scratches. Please handle the disc with care.
GETTING STARTED

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Attach game controllers and other accessories, as appropriate. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the ◤/RESET button. When the ◤ indicator is green, press the ◤ button and the disc tray will open. Place the SOS The Final Escape™ disc on the disc tray with the label side facing up. Press the ◤ button again and the disc tray will close. Follow on-screen instructions and refer to this manual for information on using the software.

It is advised that you do not insert or remove accessories once the power is on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

analog controller (DUALSHOCK®2)
Default Control Settings

<table>
<thead>
<tr>
<th>directional buttons</th>
<th>Control Character movement</th>
</tr>
</thead>
<tbody>
<tr>
<td>left analog stick</td>
<td>Control Character movement</td>
</tr>
<tr>
<td>L3 button</td>
<td>Revert first person view to straight and level</td>
</tr>
<tr>
<td>◤ button</td>
<td>Access the item menu</td>
</tr>
<tr>
<td>◤ button</td>
<td>Action/confirm selections/check/take/speak</td>
</tr>
<tr>
<td>◤ button</td>
<td>Dash/cancel selections</td>
</tr>
<tr>
<td>◤ button</td>
<td>Press and hold to enter first person view</td>
</tr>
<tr>
<td>L1 button</td>
<td>Shout</td>
</tr>
<tr>
<td>L2 button</td>
<td>Rotate camera</td>
</tr>
<tr>
<td>R1 button</td>
<td>Assume the bracing position (avoid being knocked over and injured)</td>
</tr>
<tr>
<td>R3 button</td>
<td>View map</td>
</tr>
<tr>
<td>START button</td>
<td>Pause game</td>
</tr>
</tbody>
</table>
The year 2001:

After ten years of building in secret, the Government announces to the world the completion of a top-secret project based in the Pacific Ocean.

It was the construction of artificial isle known as Silver Island.

In a feat of revolutionary technology, the Government utilized its top engineering talent to transform a minor spur of rock that barely stood above the ocean waves to a thriving man-made island, complete with a state-of-the-art metropolis. This endeavor was beyond any previous architectural accomplishment in man's history, dating back to the construction of the pyramids of Egypt.

The revolutionary technology allowed the Government to build in a location that reached a depth in the ocean floor that was believed unusable by modern standards. The advanced construction methods were also well below the cost and timetables associated with current methods of construction. This technology, the Government officials felt, would be an incredible offering for other countries that are suffering from over-crowded cities and population explosions. Because of this, a great deal of attention was given to this man-made island.

The Government officials knew with this technology they had an incredible export item for the rest of the world. To prove their faith in the strength and durability of the technology and to gain credibility from the rest of the world's scientists and leaders, they decided to move part of the Government's administrative functions to Silver Island.

For this reason, the city on Silver Island is called “Capital City.”

A few years have passed...

Capital City is still known as the City of the Future.

The year 2005:
Keith Helm is on his way to Capital City for what he considers is a dream job - editor for the prestigious Town Crier Newspaper. This is his first trip to Capital City and he easily slips into a daydream as his train makes its way across the long bridge from C.C. Airport (which is located on another island), to Capital City itself.

Keith saw the now-famous skyline of the city from his train window; still marveling at the beauty of this city of the future. He briefly closed his eyes as rays of sunshine warmed his face. He could also smell the salty ocean breeze as he listened to the noisy sea gulls squawking as they played above the waves.

Within a few tragic moments, however, Keith's world would be turned upside down forever...
STARTING A GAME

Please choose your language at the Language Selection screen.

TITLE SCREEN
Press the START button to display the main menu options. Use the \( \uparrow \downarrow \) directional buttons or left analog stick to highlight menu selections. Press the \( \times \) button to confirm a selection.

<table>
<thead>
<tr>
<th>NEW GAME</th>
<th>LOAD GAME</th>
<th>???:</th>
<th>OPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Begin a new game.</td>
<td>Load a saved game.</td>
<td>Special feature available upon completion of the game.</td>
<td>Adjust various game related settings.</td>
</tr>
</tbody>
</table>

NEW GAME
Select this menu option to begin a new game and select the difficulty level (NORMAL/HARD).

LOAD GAME
Select this menu option to load previously saved game data. Use the \( \uparrow \downarrow \) directional buttons or left analog stick to highlight the desired saved data file. Press the \( \times \) button to confirm selection.

DATA SAVE
While exploring the game world, your character will come across water spigots. These can be used to quench their thirst, fill bottles with water and also provide an opportunity to save game progress.

Example: Approach a water spigot and press the \( \times \) button. When the menu appears, use the \( \uparrow \downarrow \) directional buttons or left analog stick to highlight the [SAVE] option. Press the \( \times \) button to confirm and access the [DATA SAVE] screen. Use the \( \uparrow \downarrow \) directional buttons or left analog stick to highlight a data save file and press the \( \times \) button to save game data to the selected file. Up to ten separate save game files can be created.

* Note: 320KB of free space on a memory card (8MB) (for PlayStation®2) is required in order to save game data. Make sure to insert the memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1. Saving game data to an existing file causes the previously saved data to be overwritten.

OPTION
The [OPTION] menu can be accessed from both the main and item menus.

SOUND
Adjust sound settings (MONO/STEREO/HEADPHONES).

VIBRATION
Turn the analog controller (DUALSHOCK®2) vibration function ON/OFF.

CONTROLLER
Make adjustments to the default controller settings.

SCREEN POSITION
Adjust the position of the game screen on the TV monitor.

BRIGHTNESS
Optimize the TV monitor's brightness level for best viewing.

* Note: Prior to playing the game wearing headphones, please make sure you have carefully read the operating instructions and safety precautions included with them and set the volume to a moderate level to avoid hearing impairment.
**GAME INTERFACE**

**MAIN GAME SCREEN**

- **HP GAUGE**: Indicates the character’s remaining health points (HP). The game ends if this gauge is depleted.
- **THIRST GAUGE**: Indicates the character’s thirst level.
- **COMPASS**: Indicates the direction the character is facing.

**FIRST PERSON VIEW**
Press and hold the A button to enter the first person view.

**LOOK AROUND**
While in the first person view, use the directional buttons or left analog stick to look around.

**ITEM MENU**
When playing the game, press the button to access the [ITEM MENU]. Access this menu to read documents, listen to recordings, and use items. Press the button to return to the game.

Press the ↑ ↓ directional buttons to switch between menu tabs in the [ITEM MENU]. Press the X button to access the desired tab.

<table>
<thead>
<tr>
<th><strong>USE/DISCARD</strong></th>
<th>Highlight the item that is to be used/discarded with the directional buttons and press the X button to confirm the desired action.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ASSEMBLE/SEPARATE</strong></td>
<td>Create a new item by assembling other items. Disassemble an item.</td>
</tr>
<tr>
<td><strong>VIEW/LISTEN</strong></td>
<td>Read documents. The envelope symbol indicates an unread document.</td>
</tr>
<tr>
<td><strong>SETTINGS</strong></td>
<td>Select a compass/check game progress/access the [OPTION] menu.</td>
</tr>
<tr>
<td><strong>MAP/RELATION</strong></td>
<td>Access the map screen. The map screen can also be accessed during a game by pressing the R3 button. Press the R1 button to zoom IN/OUT. Press the L1 button to view a list of all locations the character has visited. The [RELATION] menu tab displays character relationship information.</td>
</tr>
</tbody>
</table>

**PAUSE SCREEN**
Press the START button during a game to pause the action.

| **RESUME:** | Return to the game in progress. |
| **EXIT GAME:** | Discontinue the current game without saving. |
GAME SYSTEM

Always plan the next move according to the ongoing circumstances the character is facing. Take time to look around and understand the surrounding area before deciding on a particular course of action. Rushing into situations recklessly could prove to have fatal consequences.

THIRST GAUGE
Keep a close eye on the character's thirst gauge! The thirst gauge reflects the character's need for water. This gauge diminishes over time as the character exerts energy exploring and moving around. A character's movement speed and ability to perform strenuous activities is impaired as their thirst grows. Avoid depleting the thirst gauge by drinking whatever water can be found and storing water in bottles for future use.

SHOUT
The character must shout on certain occasions! The character can establish contact with other people trapped in the city by shouting. Performed at the right time, a shout will be heard by others.

BRACING
Brace yourself! Tremors that occur during the game have the potential to knock the character off their feet and injure them. Assume the bracing position (press and hold the R1 button) to avoid sustaining damage during tremors.

CLING
The bracing options available to the character depend on their location when a tremor strikes. When in the bracing position, the character is unable to move. Assume the bracing position to "ride out" tremors.

HIDE
**ACTIONS**

The frequent and sizable tremors that occur throughout the course of the game can hinder the character's progress. Decisive decision-making and precise controller operation are required to recover from these occurrences.

**RUN**

*RUNNING FROM DANGER IS A FUNDAMENTAL SURVIVAL TACTIC!*
Sometimes, a split-second decision is all that stands between life and death.

**CLIMB**

*CLIMB OVER OBSTRUCTIONS TO CONTINUE THE JOURNEY!*
Oftentimes the character will encounter areas blocked by rubble. Climb over obstructions blocking the way in order to advance.

**TRAVERSE**

*USE EXTREME CAUTION WHEN TRAVERSING CERTAIN AREAS!*
One false step could prove fatal.

**TRANSPORTATION**

*TAKE ADVANTAGE OF ALTERNATE MEANS OF TRANSPORTATION!*
Alternate means of transportation can make getting around the island much easier. Sometimes they are required to reach areas that would otherwise be inaccessible.
CHARACTERS

The main character encounters other people trapped on the island over the course of the game. These people will sometimes accompany him and offer assistance. If their destination or objectives deviate from those of the main character, you may choose to go your separate ways—who knows, you may meet up with them again later on...

KEITH HELM
(Main Character)
AGE: 25
Reporter for the Town Crier Newspaper.
Keith was on route to Capital City to start his new job at the Town Crier Newspaper when the disaster struck.

KAREN MORRIS
AGE: 20
Karen is a sophomore attending college in Capital City. Her uncle suggested she take a trip overseas, and she was on her way to the airport when the disaster struck Silver Island.
GREG BACH
AGE: 30
Freelance Photojournalist Greg remained behind in the ruins of Capital City to cover the disaster, and in doing so, stumbled upon a new lead that is now his main focus.

KELLY AUSTIN
AGE: 17
Kelly lives and attends high school in Capital City. She's searching for her brother, who has been missing since the first tremors struck.
OTHER CHARACTERS

ERIC LU
Eric is a Police Officer stationed in Capital City. He continues efforts to evacuate citizens stranded by the disaster.

JOHN PATTON
John is a doctor who works at the Santa Katrina Hospital in Capital City. He chose to remain behind and provide emergency care for citizens injured in the disaster.

CHARLIE BAXTER
An experienced lawyer, Charlie was injured in the disaster and is waiting to be rescued.

TERRY STIVER
Terry is the chief planner of Stiver Island and director of Stiver Island Control.

Capital City, once known as the City of the Future, lies in ruin. Violent tremors continue unabated and are tearing what remains of the city apart.

MAIN HARBOR STATION
Tremors have undermined the ceiling and support structures, and the tracks are littered with debris from wrecked trains.

MAY STADIUM
May Stadium was put to use as an evacuation staging area and emergency shelter not long after the first tremors, but was eventually abandoned after its structural integrity deteriorated to such a point that it became unsafe for such purposes.
CENTRAL TOWER BLDG. SURROUNDINGS
Is there any way out of this maze of ruined buildings? This area used to be filled with vitality and life, but now...

RESIDENTIAL AREA
Once a prosperous and thriving neighborhood, all that remains now are the empty shells of ruined homes.

AIRPORT ISLAND BRIDGE
Once the main thoroughfare between Capital City and the mainland, the bridge has sustained massive damage and can no longer serve the purpose it was intended for.

ITEMS

A wide variety of items await discovery during your character's travels on Silver Island. Many of these will be necessary for their continued survival, while others will aid in their attempts to escape the devastation. Use acquired items carefully.

BOTTLE M
A medium sized plastic water bottle. Holds three servings of water.

FIRST AID
Fully recovers the character's HP gauge.

RESCUE PACK
Worn on the shoulder, this emergency kit contains water and gauze. A variety of different size bags/packs can be discovered throughout the course of the game.

C HELMET
Worn on the head, this construction-grade helmet protects the character from injury caused by falling debris.
GLOVES
A sturdy pair of gloves that offer protection against sharp, dangerous materials. Gloves also prevent fatigue when hanging from objects by your fingertips.

RADIO
A small portable radio that allows the character to listen to disaster report updates.

CROWBAR
Use the crowbar to pry open jammed doors and gain access to new areas.

TORCH
Fashioned by combining other items together, the torch enables the character to illuminate a wide area. These are just a few of the items available in the game, more await discovery.

ASSEMBLY/DISASSEMBLY

Some items acquired during the game can be combined (assemble) with other items to create a new item, while other items can be disassembled (separate) into the components that make it up. Although a particular item may at first seem to serve no purpose—combining it with other items, or taking it apart can reveal a previously unconsidered use.

ASSEMBLE
New items can be created provided the necessary materials are available. Select the materials required to make it!

SEPARATE
An assembled item can be separated back into its individual components. These components (items) can then be re-used to create something else.

The character can equip the end result of some item assemblies.

*Note: Items cannot be disassembled while they are equipped.

*Note: Assembling multiple items into a new item can free up storage space in the pack.

Use your imagination when assembling items. For example: the accompanying screenshot shows the end result of one assembly that enables the character to shed light on an area while still keeping their hands free.