



NTSC U/C

PlayStation™



THE DIVIDED: ENEMIES WITHIN™

"Sleeper hit of the year... totally addictive."
— P.S.X. Magazine

SLUS-00317

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ENTERTAINMENT

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WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

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 game 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 game 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.

HANDLING YOUR PlayStation™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- 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.

THE DIVIDE: ENEMIES WITHIN™

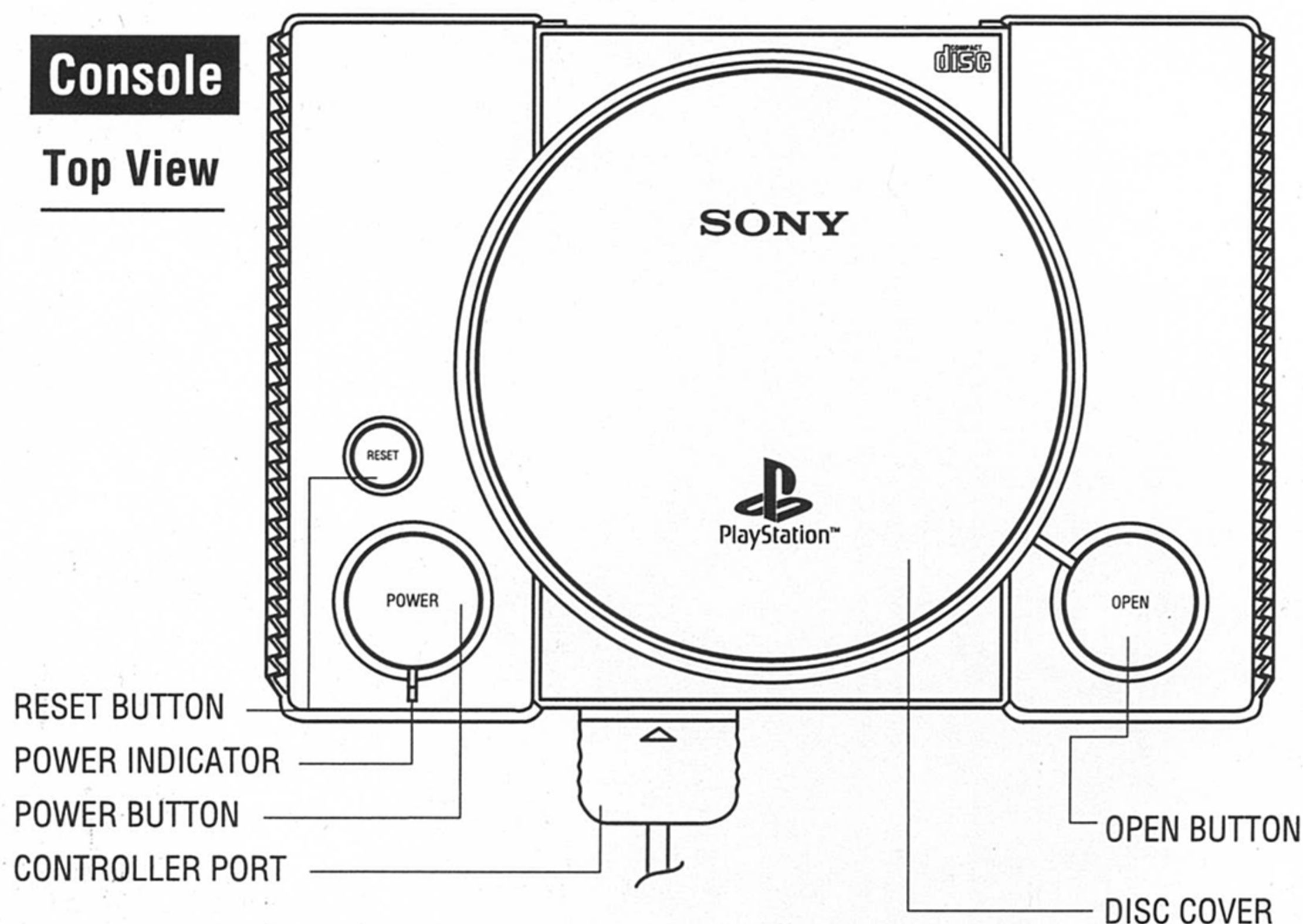
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Starting the Game

Set up your Sony PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert **The Divide: Enemies Within** disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.



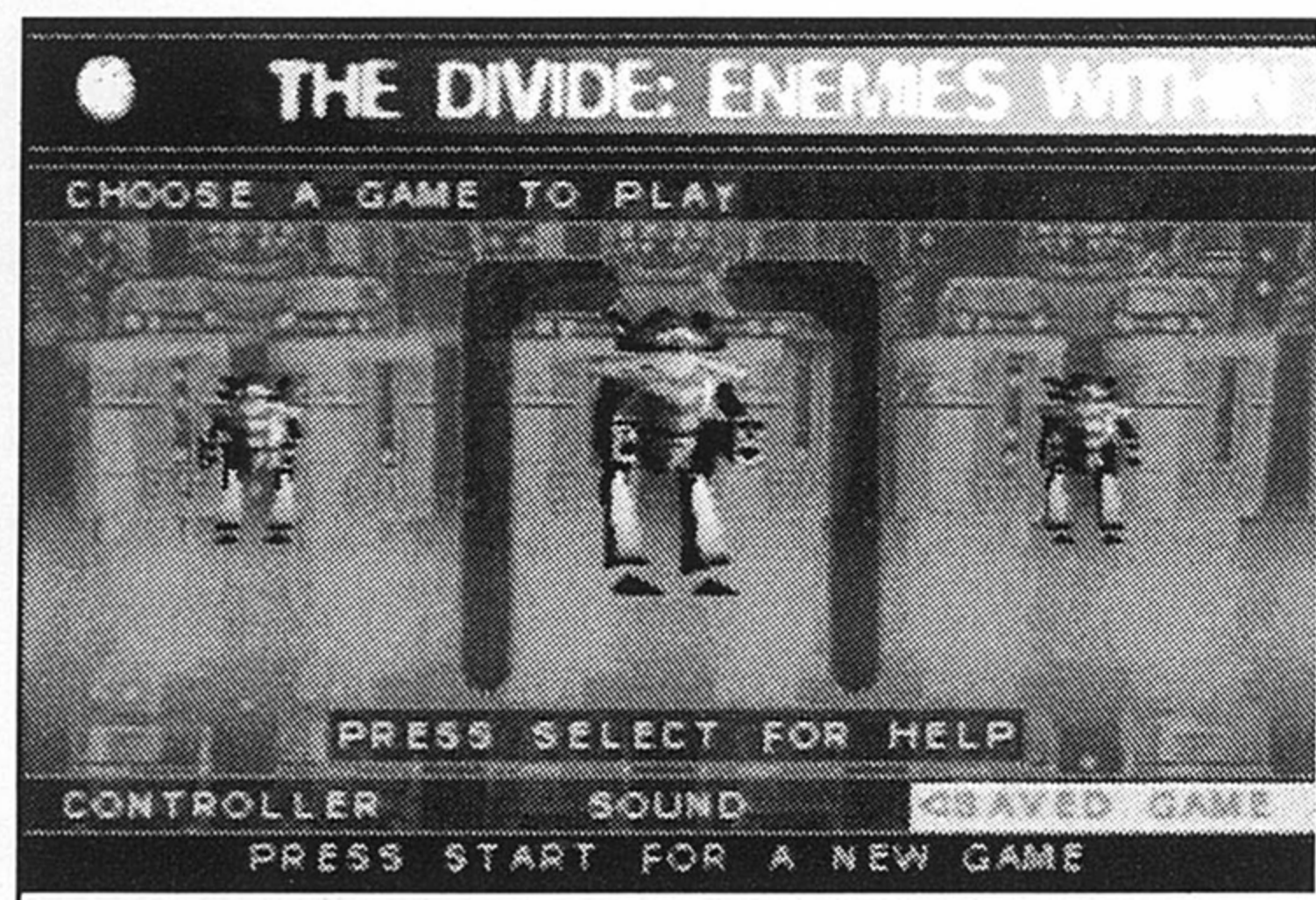
MAIN MENU

The main menu has 3 areas; Controller, Sound and Select Game. Use the Directional Buttons to highlight an option and press the X button to select.

Press the START button to confirm the selection and return to the main menu.

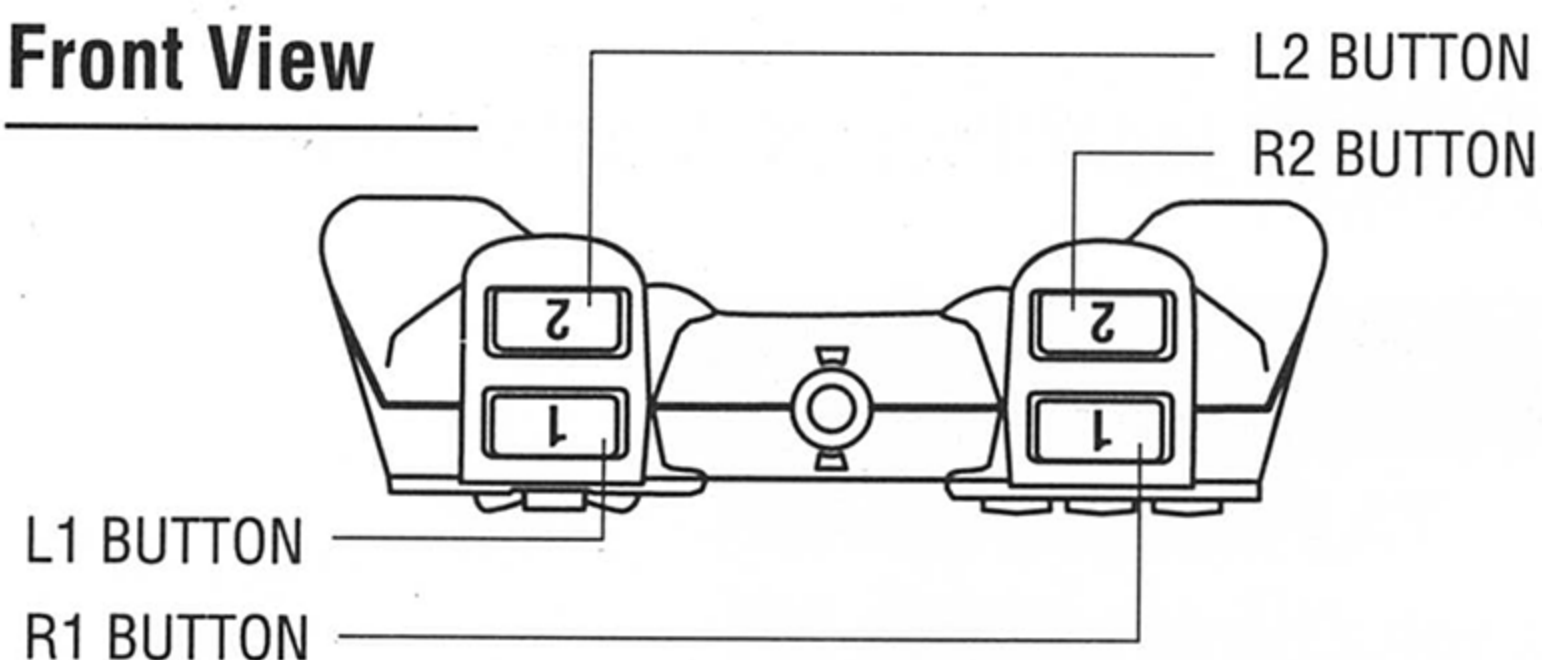
Press the START button at the main menu to begin a new game.

1

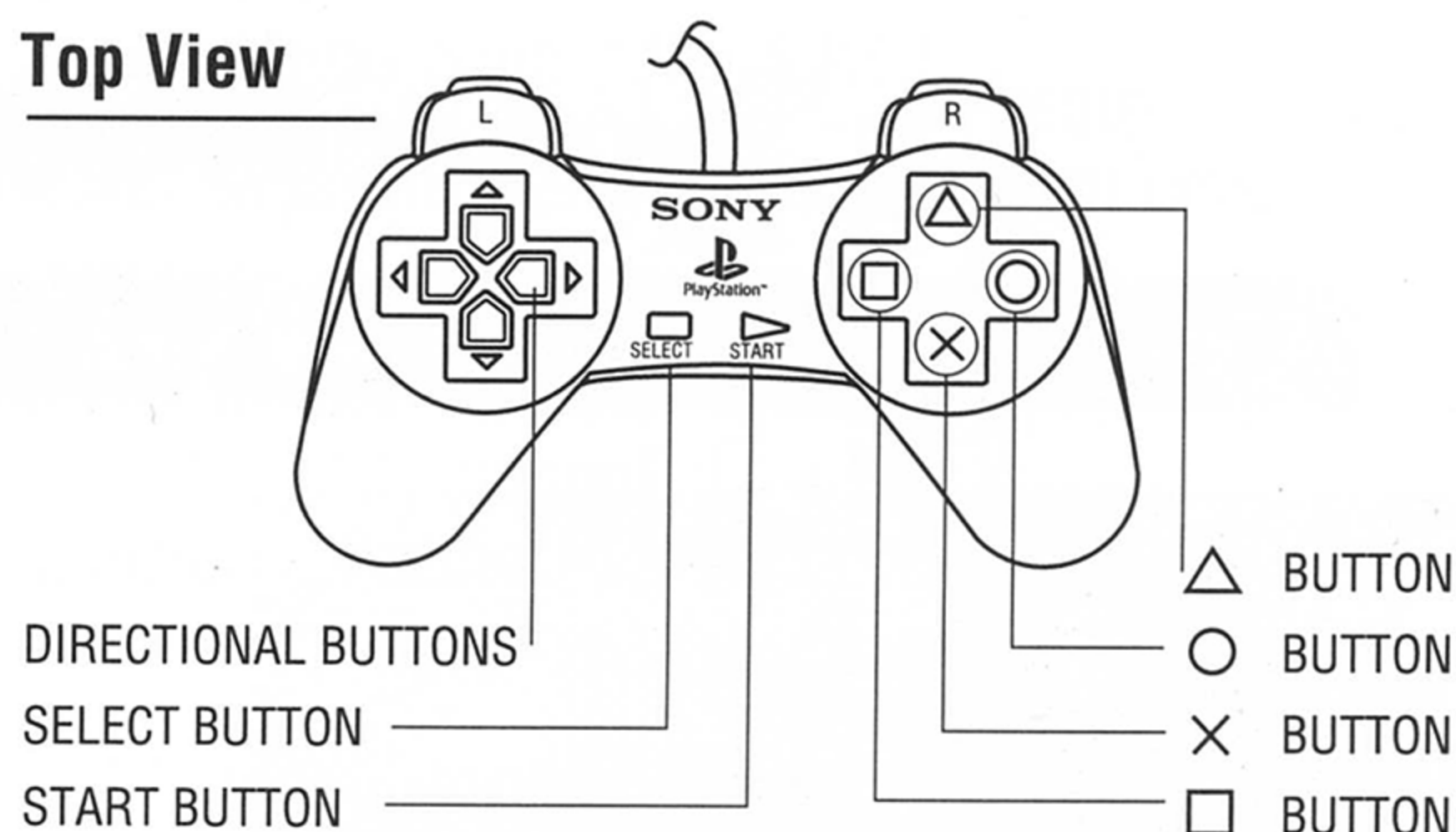


Controller

Front View



Top View



CONTROLLER

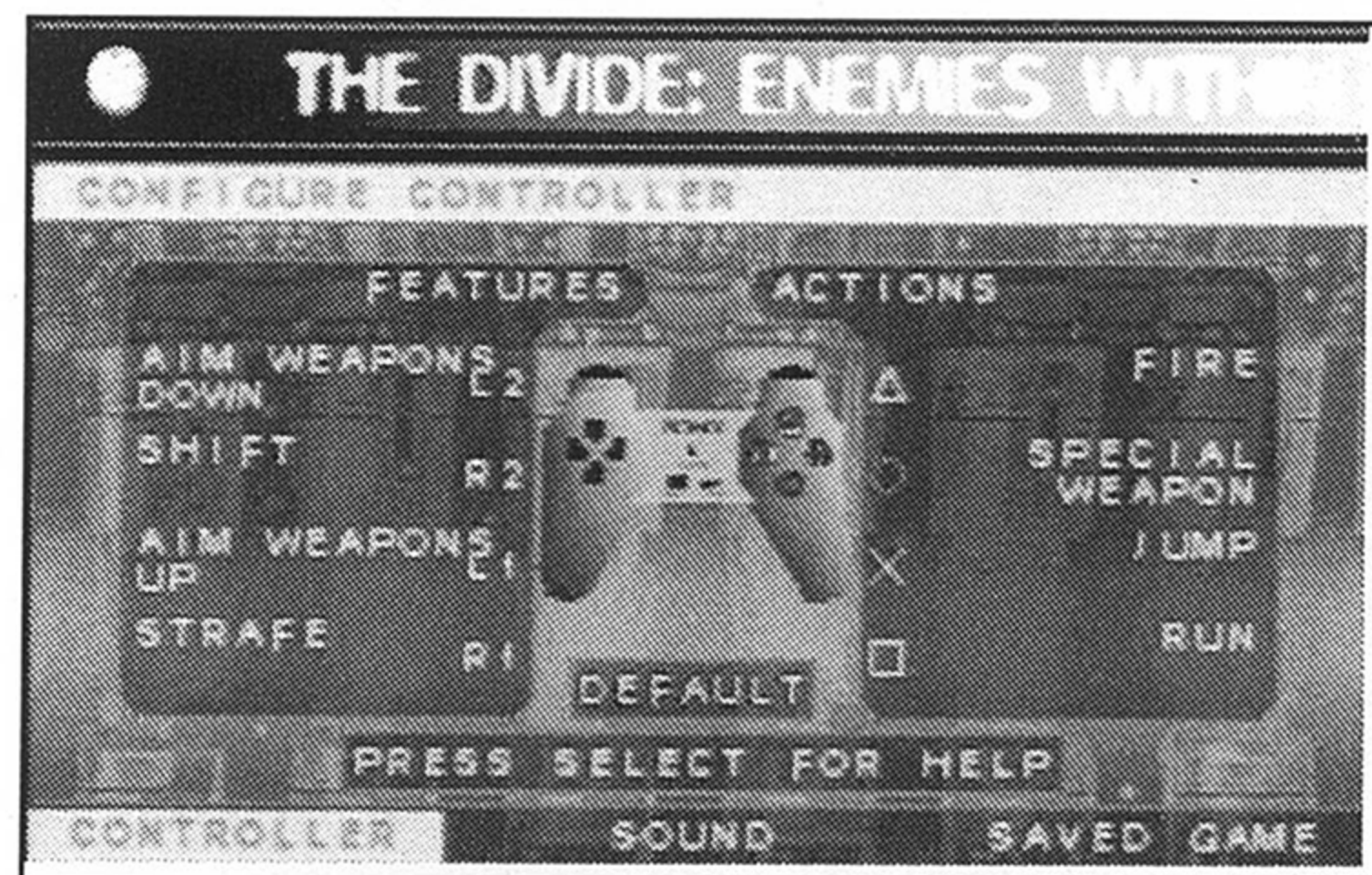
Allows the player to reconfigure any of the buttons to a new configuration.

To Reconfigure:

1. Highlight CONTROLLER with the Directional Buttons, then press the X button.
2. Use the Directional Buttons to highlight the function you wish to assign to a new button.
3. When the function is highlighted, press the button you wish to assign to that function.
4. Press the START button to confirm your selection.

The default configuration is as follows:

- △: Fire
- : Use special weapon
- ×: Jump/Double Jump
- : Run



Directional Buttons: Move the player in the direction pressed

L1/L2: Aim guns up/down

R1: Strafe (Lock direction player is facing, regardless of direction moving)

R2: Shift

R2 + Δ : Change Main Weapon

R2 + O: Change Special Weapon

R2 + \square : Toggles HUD On/Off

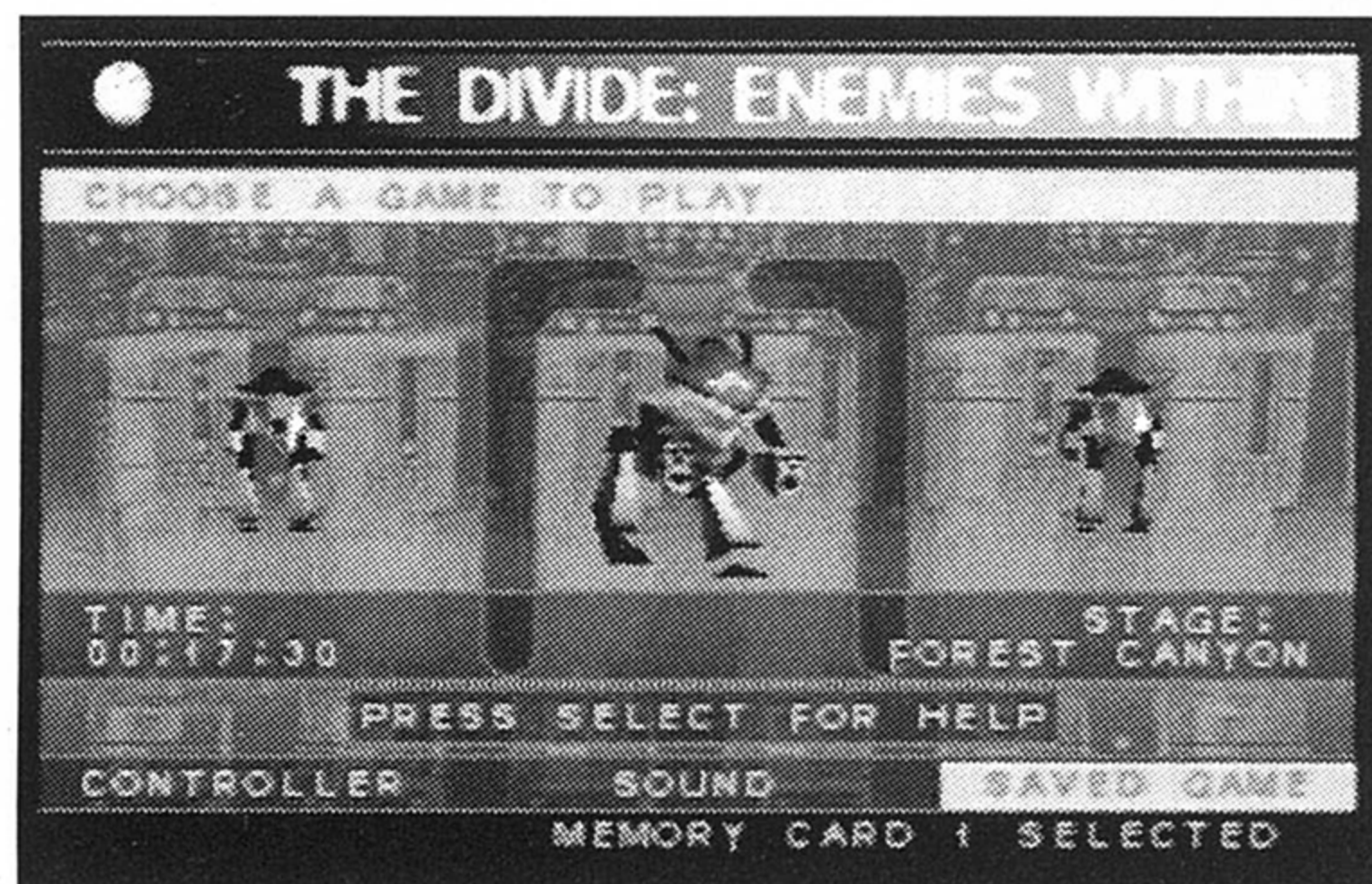
SELECT + Directional Buttons: Change Camera Angle

SOUND

Allows the player to adjust the volume of the sound effects and music.

To Adjust the Volume or Sound Effects:

1. Highlight SOUND with the Directional Buttons, then press the X button.
2. Use the Directional Buttons \blacktriangledown \blacktriangle to select MUSIC or SOUND FX.
3. Use the Directional Buttons \blacktriangleleft \blacktriangleright to select the desired level.
4. Press the START button to confirm your selection.



GAME SELECT

Allows you to begin a new game, or select from saved games. (Memory Card required for game saving.)

To Select a New Game: Press the START button

To Select a Saved Game: (Make sure the memory card is inserted before selecting a saved game.)

1. Highlight SAVED GAME with the Directional Button, then press the X button.

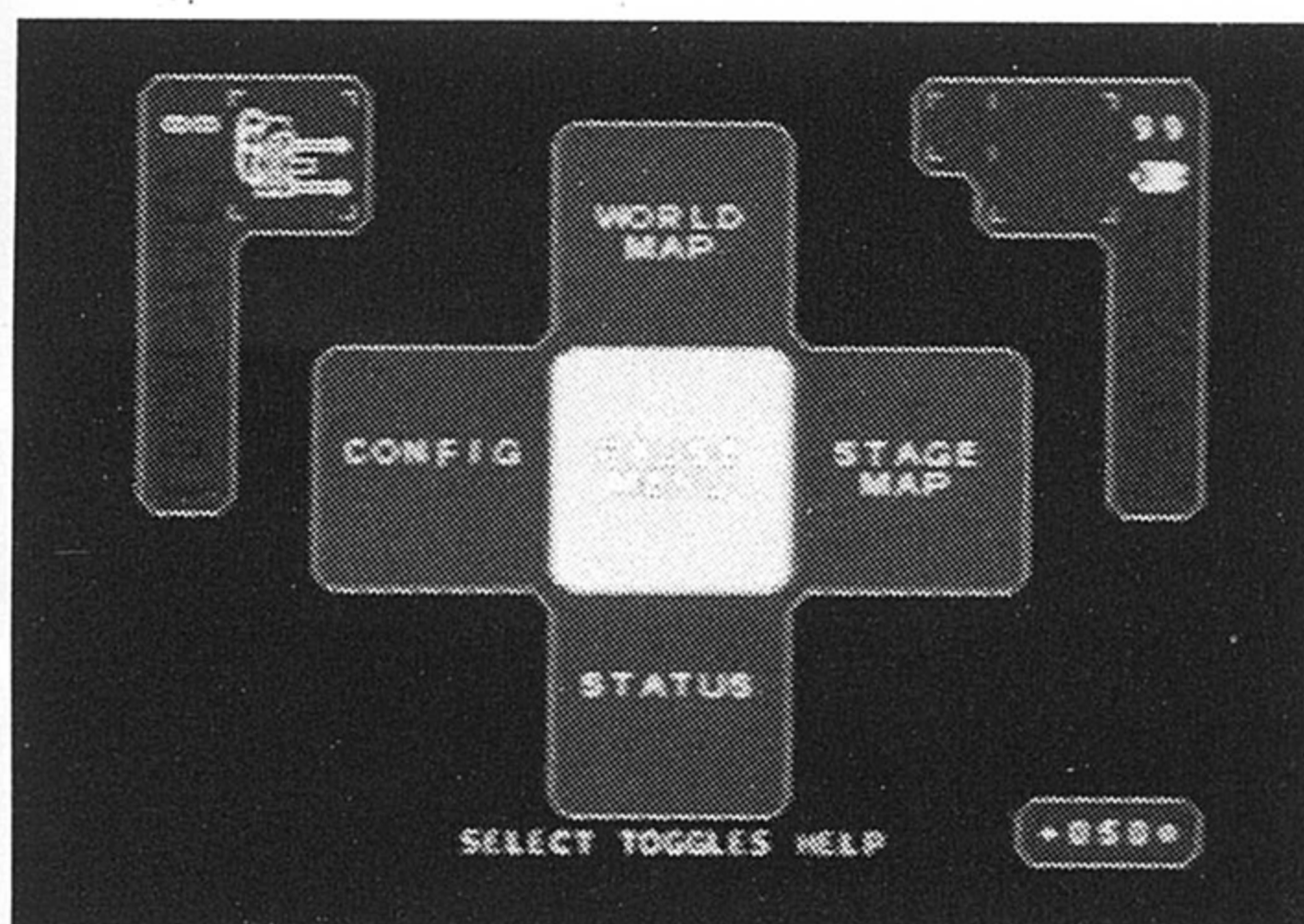
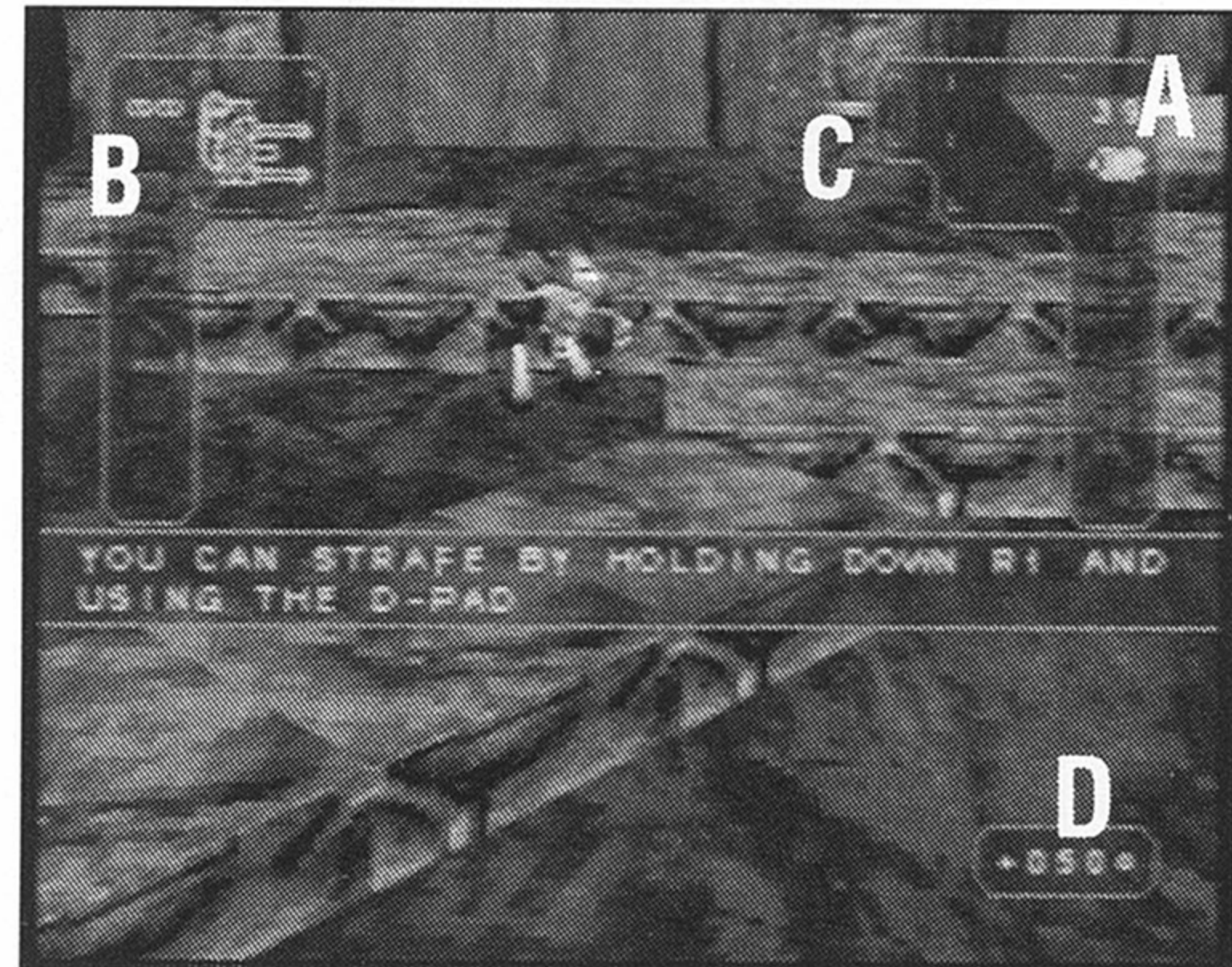
2. Use the Directional Buttons to scroll through the games saved.
3. Press the X button to select the desired saved game and begin playing. (The saved game will begin from the last Save Room used.)

GAMEPLAY - On-screen information

HEADS-UP DISPLAY

The Heads-Up Display (HUD) gives the player easy to read information on the following:

- A.** Player Energy
- B.** Current Weapon Selected and Ammo Remaining
- C.** Current Special Weapon selected and Ammo Remaining
- D.** Terragator Temperature



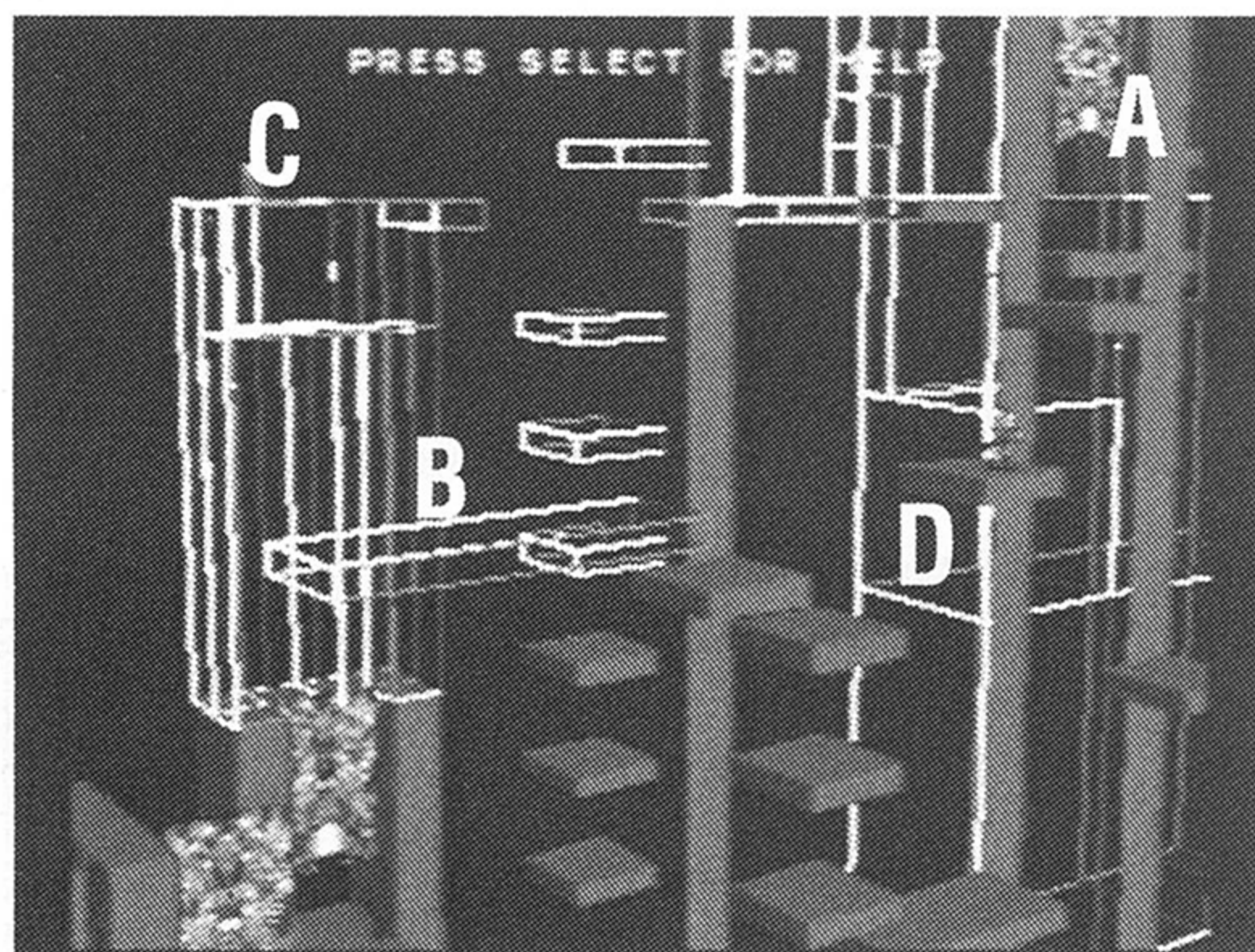
UPLOAD MODULE - On-Screen Help:

As a player acquires new equipment for the first time, or begins to travel through a new type of terrain, a menu with critical information will appear. To eliminate the message, press the START button.

IN-GAME OPTIONS

Press the START button to pause the game, use the Directional Buttons to select one of the options and press the X button to activate the highlighted option.

Config: See "MAIN MENU - Controller"



STAGE MAP

The stage map uplinks the Terragator Unit to the Incunabulas Exploration Vessel, relaying information regarding the landscape and properties of the stage environment.

Press the START button to return to the main menu.

There are two types of Stage Map Uplinks for the Terragator Unit. The first relays information about areas already explored in the current stage, the second relays information

about all areas within the current stage.

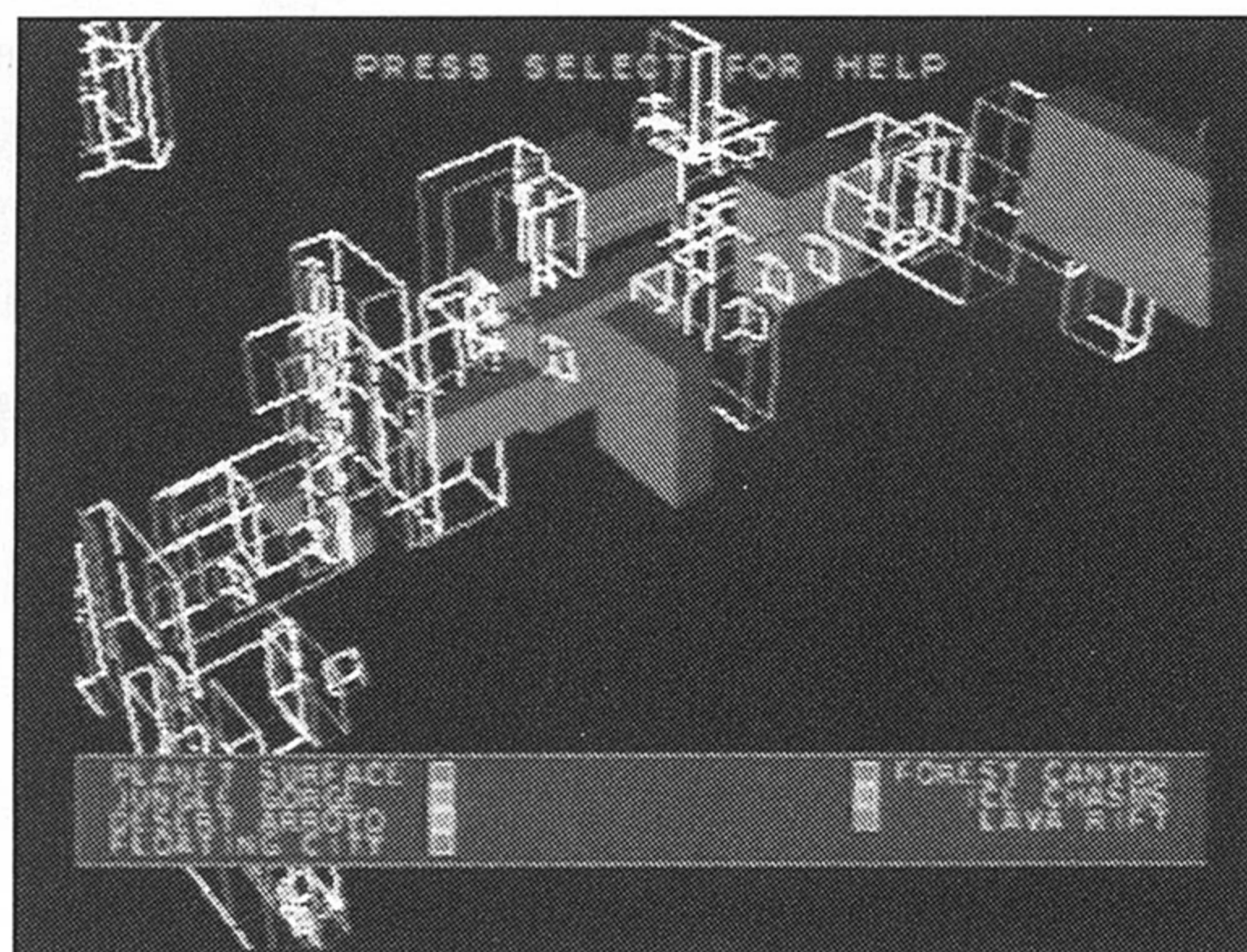
The following information appears on the stage map screen:

- A. Exit Location
- B. Unexplored Terrain
- C. Lost Equipment/Energy
- D. Player Location

Controls: Use the Directional Buttons to pan the map. Use the Directional Buttons + the R2 button to rotate the map view. Press the L1 & L2 buttons to Zoom in and out.

WORLD MAP

The World Map uplinks the Terragator Unit to the Incunabulas Exploration Vessel, relaying information regarding the landscape and properties of the various environments within



The Divide. The first reveals information only about the levels already explored. The second reveals all environments within The Divide, the third reveals secret environments. The world map is also used to select destinations for the teleporter.

PLAYER STATUS

The player status screen relays all current information regarding the status of the Terragator Unit. This includes active weapons, all weapons and power-ups acquired, ammunition levels, number of probes collected and current energy levels. Weapons and secondary weapons can be selected from this screen using the Directional Buttons and the START button. Press the START button to return to the game.



GAME SAVE

During gameplay, there are several areas that allow the player to save the current game status. The player can return to these points by selecting the saved games from the MAIN MENU – Game Select. To initiate the save game options, move the player character to the spinning Memory card in the center of the room, then follow on-screen instructions.

Please note - do not remove the Save Card from the PlayStation™ game console while saving a game.

By initiating a save during a game that had been previously saved, you will update the previous save point with the current game status.

GAME EXIT/ REBOOT

At any point during gameplay, the player can end the game by either of the following methods:

1. Pressing the SELECT button and the START button for 3 seconds will reboot the machine.
2. Pressing the START button and then the SELECT button will bring up the "Exit Game" option.

Prologue

The Ka, a race of evolved Autonomous Artificial Intelligence, collaborating with an alliance of Old and New Worlders, have sent out a vast community of administrators and scientists along with the entire Ka race in their Incunabulas Exploration Vessel. All on board are refugees from an anti-technology revolution which, had they not escaped, would have ended in genocide for the Ka, the abolishment of all authorization to conduct scientific research and the destruction of all laboratories. They must find an inhabitable planet upon which to disembark and rebuild their colony.

You are Tanken, a renegade Old World Administrator sympathetic to the Ka but motivated mostly by the desire to establish another new colony for the Old Worlders to call their own. Your companion and colleague is Advena, a scientist and philosopher; a pioneer in A.I. development whom the Ka hold in the highest regard. You have been chosen to assist in this mission, a joint effort such that should any one part fail, all would be lost.

With its living cargo in stasis for the long journey, the Ka Vessel orbits above The Divide, an icy world with a very large rift in its surface. She launches several Eyesu Probes down to gather information from the various climactic regions. The readings that come back confuse the Vessel's computers, causing you and Advena to be awakened to investigate why. Suited into your Terragator Units, you

descend to The Divide's surface in a small drop ship to investigate.

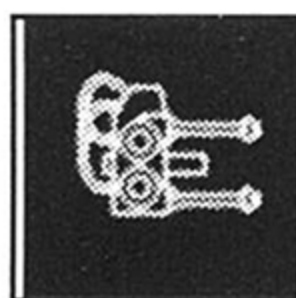
Suddenly, out of nowhere, one of The Divide's inhabitants viciously attacks you and Advena, having been enraged by the death of its mate; struck down and killed by an Eyesu Probe. You are injured, but you are kept from freezing to death by two things: the life-sustaining support systems of the Terragator Unit and the traces of deep space hibernation chemicals re-activated by the preserving cold. You are kept in stasis this way for an indeterminable length of time and now, due to a radical warming of the planet's surface, you thaw out and are able to breathe independently of the Terragator systems. It is a grim realization when you discover that while you were in hibernation, your Terragator Unit was stripped of much of its exterior technology. The Divide is now changed beyond all recognition, and Advena is no longer with you.

You must find Advena and save the mission, but you must also find the missing pieces of your Terragator Unit if you are to return to the drop ship.

Terrain Navigator/ Terragator Unit

Designed for agility and maneuverability, these units are lean and aerodynamic, their lack of bulk helping them to move quickly over unforgiving terrain. Carbon and thermo-plastic compounds constructed in a specifically angular manner absorb radar, enabling them to avoid detection by conventional tracking devices. Although the Terragator's primary function is exploration and navigation of foreign and hostile terrain, each is equipped with exceptionally devastating offensive weapons to be used should they be attacked. The Ka, an Artificial Intelligence evolved enough to be capable of performing most of the unit's functions autonomously, also serves to protect The Terragator's operator by monitoring and regulating body temperature, heart rate and metabolism.

Weapons



Pulse Laser: Fires short, rapid laser bursts.



Gatling Cannon: Fires high-impact concussion projectiles.



Flame Laser: Fires a constant stream of flame like a flame-thrower.

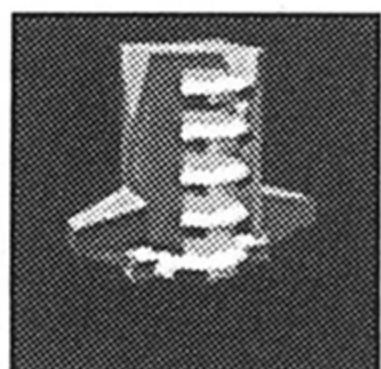


Particle Blaster: Fires a spray of small, concussion projectiles.



Rocket: Launches a small but highly explosive, self-propelled missile.

Special Weapons



Grenade: Launches a timed explosive grenade.
Can be used to clear debris as well as destroy enemies.



Smart Missile: Launches a missile that will
track and hit the nearest enemy.

Power-Ups



Jumper: Allows the player to jump. (Press the X button)



Leaper: Allows player to leap higher. (Press the X button twice)



Speeder: Allows player to run at an increased speed.
(Press and hold the ☐ button)



Gripper: Keeps player from slipping on ice.
(Once acquired, this power-up will remain active.)



Transporter Key: Allows player to use transporter devices to teleport instantly to any previously visited transporter room.



Heating Unit: Allows Terragator to function in extreme cold.



Cooling Unit: Allows Terragator to function in extreme heat.



Energy Canister: Increases the maximum storage capacity of Terragator by 100 Units.

Energy: Increases Terragator Unit energy by 10 units.

Ammunition: Add ammunition for specific weapon.

Maps



Map 1 - Terrain Recorder: Allows player to review previously explored areas in current stage and environment.



Map 2 - Terrain Imager: Allows player to examine all areas of current stage and all environments of The Divide.



Map 3 - Terrain Image Booster: Reveals hidden environments of The Divide landscape.

Armor



Armor 1 - Silicon Mesh Deflector: Increased protection from enemy attacks.



Armor 2 - Carbon Mesh Deflector: Increased protection from enemy attacks.

Planet Environments & Enemies

The Ka's Incunabulas Vessel orbits The Divide, an icy planet of impenetrable rock, ice and snow, whose primitive life forms feed and grow in a fissure extending deep into the planet's volcanic core. The vessel sends 10 Eyesu Probes crashing into the planet's surface in the hope of finding a hospitable place for its sleeping cargo to disembark.

Instead, the Probes trigger a catastrophic chain of events, which lead to hideous mutations of The Divide ecology and the threat of doom to the last hope for the Ka.

Within The Divide's fissure, its myriad of ecosystems evolves with reckless speed, its life forms assimilating A.I. from the Probes. The 10 Eyesu Probes, now in the possession of certain creatures from The Divide, are turning them into erratic, violent horrors, wracked with pain and anguish, their bodies involuntarily fusing to the technologies they cradle. They will not give up possession of the Eyesu Probes which have given rise to their ascendancy over the other creatures in their ecosystems. These mutant creatures obsessively turn their organic ecosystems into crude caricature hybrids of distant worlds; worlds which now inexplicably haunt their dreams.

THE PLANET SURFACE

The upper crust of The Divide World is characterized by cold rock. Tanken was trapped in suspended animation here until the planet experienced global warming and melted Tanken's icy prison.

ENEMIES



Stalamite: This creature will guard a particular area and attack whenever something crosses its boundaries. Very slow and dimwitted, these creatures are easy fodder.



Skrit: Very quick and dangerous, the skrit can sense the warm body of Tanken in the head of the exploration body. With an irresistible hunger, the skrit will try to land on the head of the exploration body and crack it open. If attacked, these creatures will retreat.

THE FOREST CANYON

An environment dominated by old growth, trees, and electronic vegetation.

ENEMIES



Kimph: A sentient helicopter with a plasma rifle. The Kimph will try to shoot at the player from a short distance, then feed on the energy of the remains. These creatures can be stunned while in the air, making them easy prey.



Forest Mole: Usually buried deep in the planet soil, the forest moles have been agitated by the recent climate change. They're not very fast but are very determined to track down any source of food-energy and devour it. This creature is the reason all the other Forest Canyon creatures have taken to the air and the trees.



Moropus: The clawed bear-horse, once walked on all fours and stayed in the darkness and shadows foraging for roots and berries. Now it paces in the warm glow of an Eyesu Probe in its forest lair, gnashing its teeth and puncturing, with menacing projectile claws, any prey unfortunate enough to cross its path.

THE JUNGLE GORGE

A lush, teeming tropical rain forest dense with plant-life.

ENEMIES



Chupa: This flying creature travels in packs and is known for its insatiable hunger. Cannibalism is not uncommon among the Chupas.



Krod: A semi-sentient carnivorous plant, the Krod will attempt to reach out with its tongue and stun its prey.



Tsin: Known for its frenzied pit-bull attack, once a Tsin has identified you as dinner, it will not let up until something is dead.



Papilion: The bad seed once grew and provided nourishment and a place to sleep for “Krods” and “Chupae,” releasing its seeds only to reproduce. Now, as it holds its own Eyesu probe close to its heart, its seeds are deadly firebombs and its offspring is hatched to kill.

THE ICE CHASMS

An icy enclave shielded from the planet's volcanic core by a craggy glacier.

ENEMIES



Magus: Towering over most enemies, the Magus will gallop at the player and attempt to destroy it by kicking.



Stremph: Jets of frozen propulsion allow this creature limited flight. That same frozen exhaust is also used as an offensive weapon. This creature will attack from above during the most difficult times.



Kritah: This spiked, helmet-like creature roams the ground of the Ice Chasm. It is attracted to warmth, as that usually means something has fallen from the heated layers above.



Cephaloc: The hagfish, once was blind and restricted to bottom-feeding. Now it casts cold, beady eyes toward the ice surface searching out its prey. It thinks ice makes a nice weapon.



Gianwhu: The crabby assassin once moved so slowly it appeared stationary. Now its upper body gyrates wildly as it releases round upon round of deadly firepower. Its immense bulk held fast to the ground, its spinal column fused to an Eyesu Probe, Gianwhu pounds the ground like an angry child immobilizing its prey to blast it to pieces.

THE DESERT ARROYO

An arid mass of vertical sand-spires and spiny cacti rising.

ENEMIES



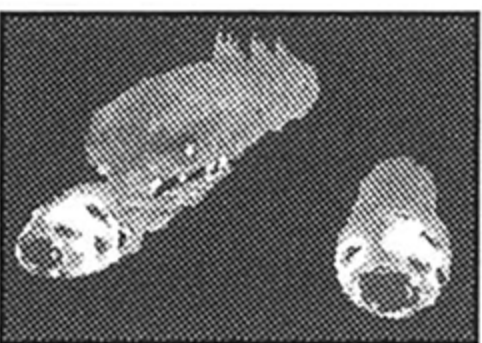
Zverl: This creature has long sharp legs that are used to whip at its prey. If a meal is forced to its death off the short ledges, it will follow down to devour the dead shell of its victims.



Sand Scavenger: Hiding among the crevices of the landscape, this beast has adapted particle blasters into its physiology and likes to cook its victim alive before eating.



Jilat: The ruler of high ledges, this carnivore will pursue a meal along any of the dangerous mesa ridges.



Gastro: The Lizard King, once had no status at all and simply crawled around on its belly on cool nights. Now it rages behind sand castle walls shaking its beloved tail before striking. The Eyesu Probe fused to the end of its body gives it not only missile fire-power but gives it also the desire to rule and the understanding of what it means to be a King.

UNKNOWN ENVIRONMENTS

Less is known about other levels of The Divide. There are rumors of horrific, tortured mutations in the most brutal terrain.

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