PlayStation

NTSC U/C

PlaySTATION®

EXPENDABLE

TEEN

T

CONTENT RATED BY ESRB

SLUS-01075

Rage

INFOGRAMES™

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 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

Still pictures of images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions. Refer to your projection TV instruction manual for more details.

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 heat source.

- Be sure to take a 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 it in straight lines from the outer edge. Never use solvents or abrasives.

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SCENARIO

AD 2463.

For the last 500 years, among the bleak and barren worlds that exist in deep space, mankind has expanded its horizons. The most suitable planets and moons near Earth have been terraformed, turning the once-inhospitable wastelands into habitable places.

Deeper and deeper into the universe mankind spread itself, until only a mere handful of humans would or could survive the journey. These distant worlds became industrial powerhouses colonized by few human beings. Although they had to forego the comforts of home, they still managed to scratch out a living in the newly- fertile lands.

For all he knew, man was alone in the vastness of space, until they came...*The Charva.*

They breathed the air that man had created and found it good. From the edges of the known galaxy they tore their way from planet to planet towards Earth using the newly-oxygenated worlds like so many stepping stones across a giant pond. Mankind's greatest achievement may yet have become the means of its destruction.

The mothercraft slips silently through space, lighting up the faint dust clouds that envelop its inelegant metal hulk. A small world beginning to resemble a very young earth rotates gently below; another once-frigid planet turned life-supporting environment. A few months ago its population numbered over 300 colonists, now all of them are dead, and no one knows who or what else is down there.

The ship is a mothership in more ways than one, for it contains the seeds for hundreds of soldiers grown in tanks within its steel belly. These "Expendables" represent the cream of the human warrior gene pool, pure killing machines with no emotion or interest other than the thrill of the hunt, and the glory of the kill.

It is your job to guide them into battle.

OVERVIEW

You are given control of a squad of Expendable units, dropped in one by one to battle for the human settlements which have been overrun by the Charva.

You start close to home, on the front line of the Charva invasion, and make your way across the galaxy through colonies which have been in the hands of the enemy for longer and longer, until you reach the enemy homeworld.

STARTING THE GAME

When the game loads, it will present you with a list of choices. In all of the menu screens you use up or down on the controller to change which option is selected, the ⊗ button selects this option, and left or right can be used to change particular option settings. Pressing the △ button allows you to step back through the menu levels.

ARCADE GAME

Starts a single-player game.

DEATHMATCH GAME

Starts a two-player, player-versus-player game.

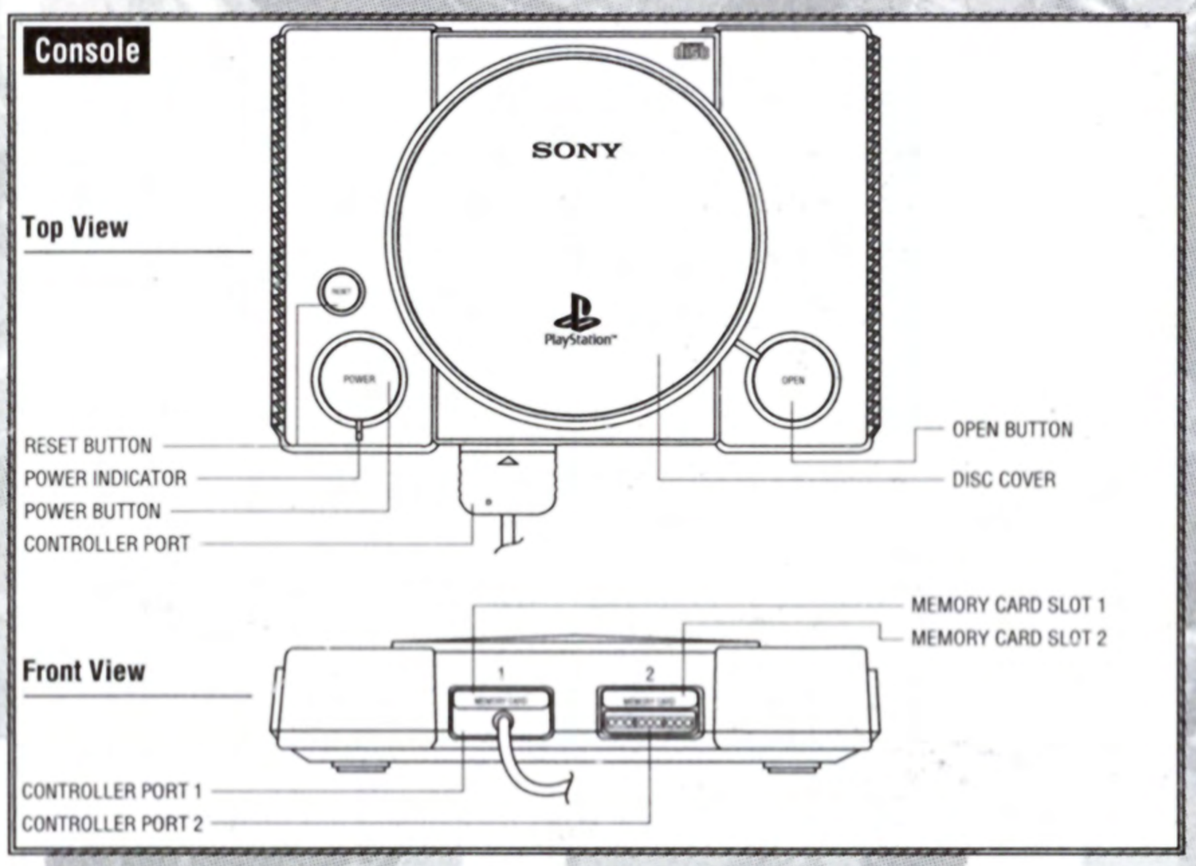
LOAD GAME

This enables the player to load a previously saved game from his Memory Card. An option to save a game file is provided after each level.

NOTE: Do not remove your Memory Card while Loading or Saving a game.

OPTIONS

This allows the player to setup the game controls, difficulty settings and configure audio options.



POWER UP

Set up your 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 game disc and close the disc cover. Insert game controllers and turn on your PlayStation® game console. Follow the on-screen instructions to start the game.

DEFAULT CONTROLS

There are four control variations available, the default button set-up is described below for digital and DUALSHOCK™ analog controller.

COMMAND	DIGITAL	DUALSHOCK analog controller
Move	Directional Buttons	Left Analog Stick
Fire	L1	L1
Grenade	R1 or ○	R1 or ○
Weapon	□	□
Fire	✕	✕
Strafe Left	L2	L2 or Right Analog Stick
Strafe Right	R2	R2 or Right Analog Stick

STATUS DISPLAYS

Each player has his own status area. Player 1's appears to the left, Player 2's to the right.

ENERGY

A display shows your Expendable unit's health with your soldier's face. As your health decreases it turns into a skull. The blue numbers beneath show your health as a percentage, turning red as your energy level becomes critical.

LIVES

The number of Expendable units you have remaining, represented by "Expendable" X symbols below the energy display. When they are exhausted it's the end of that game. Watch for extra life pickups as you play.

SCORE

The current score is shown in blue numerals

WEAPON SLOTS (upper left corner)

These icons show which weapons occupy your three weapons slots, and how much ammunition remains for each one. When the ammo count for a weapon is low it turns red.
The pulse rifle has unlimited ammo, represented by the infinity sign.

GRENADES

This shows how many, and what types of grenades you have. When the number is low it turns red.

When a player throws a grenade, a green bar appears at the bottom of his side of the screen to show how hard he is about to throw it.

When a player damages an enemy a red bar appears at the bottom of his side of the screen to show the energy level of the enemy he is currently attacking. The greater the strength of the enemy, the longer the bar.

When you meet an end-of-level guardian its energy is displayed on a large yellow bar at the bottom of the screen.

In the central area, there are spaces to display various items that are shared between the players.

TIME

Shows the mission time remaining before bombardment from the mothership. As the time becomes critical it goes red. A warning sound counts down the last 30 seconds.

PASSCARDS

This shows which colors of passcard the players hold and is shown on the lower left of the screen with the player HUD. They appear solid when you are holding that passcard.

WEAPONS AND PICKUPS

Each soldier starts the mission solely equipped with a pulse rifle and infinite ammo for it. You upgrade your weapons by collecting pick-ups scattered around the levels, or dropped by enemies as you kill them.

You have three slots to hold the weapons. When you collect a weapon you are not already carrying it will be stored in a vacant slot and that slot will be selected as your current weapon. If you are already carrying the weapon, it will be upgraded to the next power level. You can change your current weapon between those you hold using the "Weapon Select" button.

In the event of there being no free slots for a newly-collected weapon to occupy, it will replace your currently selected weapon.

As you use a weapon, its power level drops until it is exhausted – at which point that slot reverts back to your basic weapon, the pulse rifle.

When a pickup has been dropped by an enemy, it only remains for a short amount of time. You have to collect it before it expires and disappears.

When an object is taking damage, it will flash and a red power bar will be displayed in the bottom left of the screen, which decreases until the enemy is destroyed. Some enemies are invulnerable to certain weapons, when they are hit by a weapon they are protected against, you can see the green shielding protecting them.

PULSE CANNON

Standard issue weapon, with infinite ammo. It auto repeats, but you can get a faster rate of fire when needed by rapidly pressing and releasing the "fire" button. When a special weapon runs out, you return to this as your default weapon.

ENERGY WEAPONS

SPREAD PULSE CANNON

A more advanced version of your basic weapon: as it is upgraded you get a wider and more powerful spread of pulses.

PORTABLE PARTICLE ACCELERATOR (PPA)

Powerful beam weapon which cuts through enemy armor. Powering up increases its range and destructive power.

PROJECTILE WEAPONS

SHOTGUN

Powerful, but crude, this fires a blast which is deadly up close, but becomes rapidly less effective if the target is further away. There is only one power level of this weapon.

VULCAN CANNON

This is a high-speed minigun, which has awesome destructive power but uses up the weapon energy very quickly; use it in short bursts. There is only one power level of this weapon.

PHANTASM

Adapted from alien technology. It skips over the surface towards the best target it can find in the direction you are pointing.

MISSILES

SPYRA MISSILES

Intelligent homing missiles that seek out the best target in the direction your soldier is firing. They are notable for the distinctive ribbon-like trails they leave. Upgrades give more missiles simultaneously with each shot, each of which will attempt to lock on to the same target.

MULTIPLE WARHEAD ROCKETS

Rockets equipped with tiny multiple warheads that divide up in mid-air as they fly to their target, producing a wall of destruction. The number and power of rockets launched increases as they are powered up.

HEATSEEKING MISSILES

Missiles streak out, homing towards your target. A very useful surface-to-air weapon. The firing rate and number of missiles launched increases with power up.

LASER-GUIDED MISSILES

You can direct them towards your desired target as they fly through the air by holding down the "fire" button. Left and right rotate on the controller steer them side to side, and forward and backward to control pitch. Use the laser beam from their nose to help judge their flight path. When you release the fire button you can launch another immediately. There is only one power level of this weapon.

OTHER WEAPONS

FLAMETHROWER

Throws out a sheet of flame, causing a lot of damage over a short range. As it is upgraded the range and damage caused by the flame increases.

RECLAIMED ALIEN WEAPON

This is alien technology, as used in the Krulgan battlesuits. Short shots release individual energy blasts, but you can hold down fire for about a second to charge it up for a large energy burst, firing several blasts at once. This packs quite a recoil, so the gun prevents you from firing the energy burst when you are not moving.

Certain aliens are protected against this weapon to avoid "friendly fire". There is only one power level of this weapon.

MINES

When selected, they are dropped just behind the player as he walks through the level when the fire button is pressed. Once armed they are activated by proximity, of you or the enemy- they also detonate if their internal timer expires.

WEAPONS CRATE

These contain weapons pickups.

GRENADES

The grenades are stored separately from the other weapons. There are a few different types of grenade to be found, but you can only hold one type at a time. To deploy a grenade press the "launch" button and hold it down until the green bar shows how hard you wish to throw it, then release the button.

NAPALM GRENADE

Damages anything within its blast radius where it falls.

SHATTER GRENADE

On landing this showers the immediate area in shards of molten glass casing.

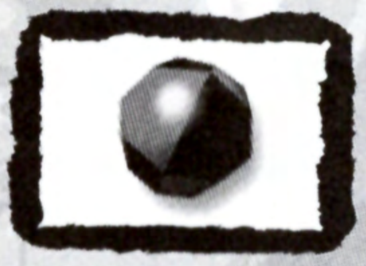
DYNAMITE

If this hits an object in flight it will detonate immediately. Otherwise it fizzes where it comes to rest and explodes when the fuse runs out.

AIRSTRIKE BEACON

The airstrike beacon, which acts like a grenade, triggers a hail of localized damage from your mothership's ground offensive weapons at the point at which it lands.

OTHER PICKUPS



ORBITS

These circle the player, adding their own firepower to his. You can collect up to three of these at any one time.

SHIELD

This protects the player for a short amount of time, making him invulnerable to most enemy weapon and short range attacks.

STIM PILL

These drugs make you impervious to pain, and act like short term shields.

MEDKIT

This increases your soldier's energy level by a small amount, indicated by the condition of the face on the left of the status area.

ENERGY

This increases your soldier's health by a greater amount than the medkit.

FULL ENERGY

The full energy pickup restores your soldier's energy level to maximum.

EXTRA LIFE

This increases the number of Expendable units ready to join your squad.

EXTRA TIME

This gives you a few more seconds to complete your objective when you are up against the clock.

LASER SIGHT

Used as a targeting aid, especially useful for weapons that don't have a straight path visible, such as the shotgun.

POINTS BONUSES

Collect these to increase your score. Available in various denominations.

3000 pts.

1000 pts.

PASSCARDS

- Red, Blue, Yellow and Green

These security passes are used to gain access through some of the doors and laser barriers which the enemy has put up to slow down your progress. The status display shows which passes you currently have. Some doors and objects take your pass away on entry.

HELP

From time to time the game will offer you help with one of these pickups, Just walk onto it to read the message or hint it contains. If you don't wish to read the message, then avoid making contact with the icon.

Help pickups don't appear on the more difficult skill settings.

HOSTAGES

When the aliens took over the outlying colonies, they also gained access to many of our methods and technologies. One of these worlds contained the labs where the Expendable project was developed, and they intend to adapt this technology to their own ends. In a barbaric twist they intend not to grow their own soldiers as we have, but to directly modify the genetic code which makes us what we are to turn a fully-grown man into a zombie soldier ready to do their bidding. As yet we don't believe they have succeeded.

When suitable hostages are taken by the enemy, they are stripped and paralyzed ready for storage in cryogenic suspension chambers ready for transport to the research labs. If you find a hostage in this condition before he has been

placed in one of these containers, touching him will enable him to be beamed away from the danger zone. This gives you points and health energy in return.

Once the hostage is placed in a cryochamber, its' defense mechanism is activated and any human contact will release a cloud of poisonous gas into the surrounding area.

CRYOKEYS

You need to find keys, carried by some of the aliens, to deactivate the cryochamber mechanisms. The number of deactivations remaining is shown in a display under the time at the top center of the screen.

When you deactivate the cryochamber it's too late for its occupant. The conversion process is irreversible. Once it is started, death cannot come too quickly for them.

EXPLODING OBJECTS

Some objects explode when they are destroyed, damaging any enemies or objects nearby. Stand well clear of the explosions, as they will harm you if you are standing too close at the moment of detonation.

TWO-PLAYER MODE

A second player can join in on the arcade mode at any time using his "fire" button as defined in the control options screen. In Deathmatch, both players must start at the same time. You can then play together, with both players sharing the same screen.

Try not to get too far apart, as there is a limit how far away from each other you can stray.

Pickups in two-player mode go to the first player who collects them.

Passcards collected in two-player mode are available to both players.

Continue credits are shared between the two players.

BONUS LEVELS

In addition to those missions that are set on the colonies under attack, there are extra bonus missions between some of the levels.

Some of the bonus levels are lightning raids on enemy supply depots as they are discovered. The aim on these raids is to destroy as much of the enemy equipment as possible and escape before the defense mechanisms are activated. You cannot keep any weapons you find through to the next level, so use them to damage as much equipment as you can. The exit is normally protected by a forcefield, for which you will need to find a passcard to gain access.

You are playing for points and extra lives.

If either player dies, or both players fail to reach the exit in time, the bonus level is over.

THE CHARVA

When the *CHARVA* attack, they knock out the communications systems first, so relatively little is known about them.

We know they are a little taller than the average human male, with a tough leathery outer skin. They breathe oxygen, though they can survive for short periods in other gases which would be fatal to us. They are intelligent, and have mastered space travel at speeds far in excess of ours, but their eyesight is poor and they have ineffective peripheral vision. They seem to function better in planetary environments with lower gravity than ours.

They have developed battlesuits, known by the Earth soldiers as *KRULGAN HULKS*.

These are large protective metal exoskeletons, with sensors to copy the movements of the Charva inside and magnify them tenfold. They overcome some of the problems of coping with higher gravity worlds, but they are heavy and slow-moving due to the response times of their biofeedback circuitry.

We have had reports of other lifeforms seen with them on the outer colonies, among them huge brutish creatures with great physical strength, and vicious four-legged animals. It is believed that they are other races conquered by the Charva on past campaigns and now used as a trained force to fight alongside them in battle.

Like every civilization, they have their vermin which stow away in their supplies as tiny eggs, the size of a coffee bean. *SCORPIUS* can survive years suspended like this until conditions are right, then over the space of a few hours the egg grows and the bug is released. They spit an evil-smelling toxic secretion from their mouths.

GAMEPLAY HINTS AND TIPS

Strafing is vital to success in this game, as it enables you to lay down fire against an enemy, and dodge out of the way of the incoming shots.

Become familiar with each weapon's strengths and weaknesses so that you can choose how best to attack an adversary.

Take care to thoroughly explore the combat zone for hidden pickups and secret areas. There are many hidden throughout the game.

Practice throwing grenades accurately to make your shots count.

Be careful not to lose a weapon accidentally, if you are about to collect a fourth weapon pick-up, select your least-preferred weapon before you do, this will then be the one which is replaced.

Some weapons are best for certain tasks, for example you need to use laser targeted missiles to destroy certain hard-to-get-at objects. And other weapons can be used in several ways, such as throwing dynamite to clear a minefield.

If you are having trouble completing a level when you are saving games and reloading them to continue, try replaying the earlier levels again to give yourself a better saved game position to start from.

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