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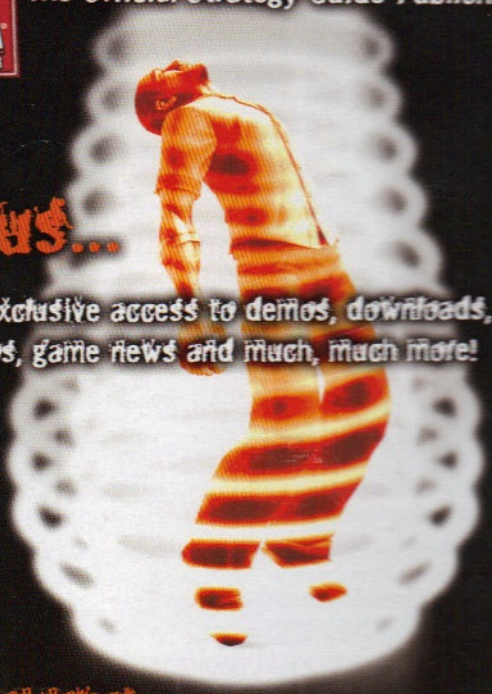

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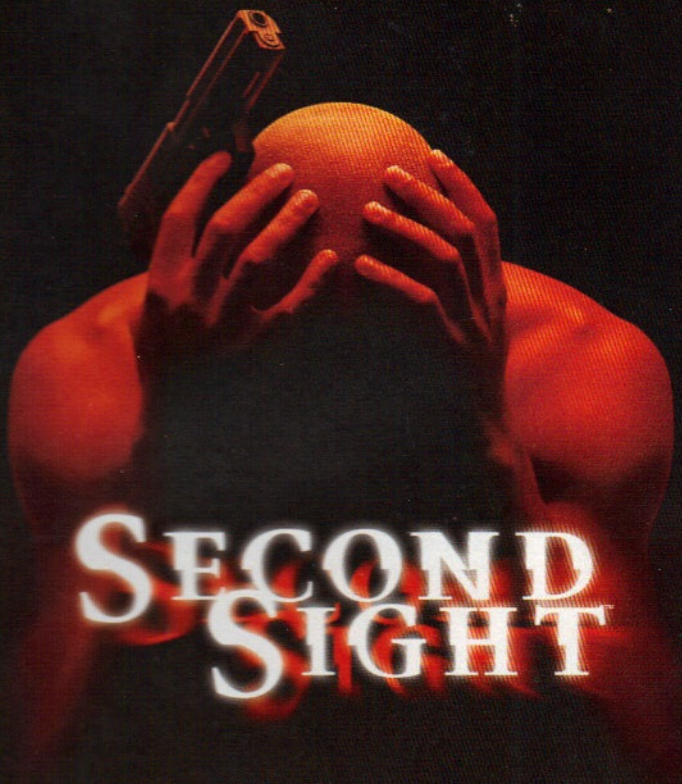


SECOND SIGHT

Codemasters

GENIUS AT PLAY

FREE RADICAL

INSTRUCTION BOOKLET

NINTENDO GAMECUBE

EmuMovies

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
  If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠CAUTION - Laser Device

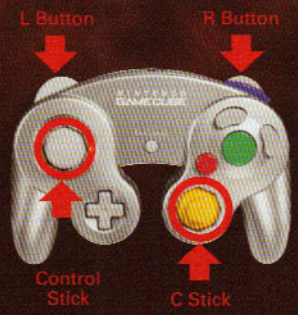
The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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1 Player

THIS GAME SUPPORTS GAME PLAY USING ONE PLAYER AND CONTROLLER.

Memory Card Uses 5 Blocks

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

Please refer to the NINTENDO GAMECUBE instruction booklet for directions on how to format and erase Memory Card files.

TEEN T CONTENT RATED BY ESRB

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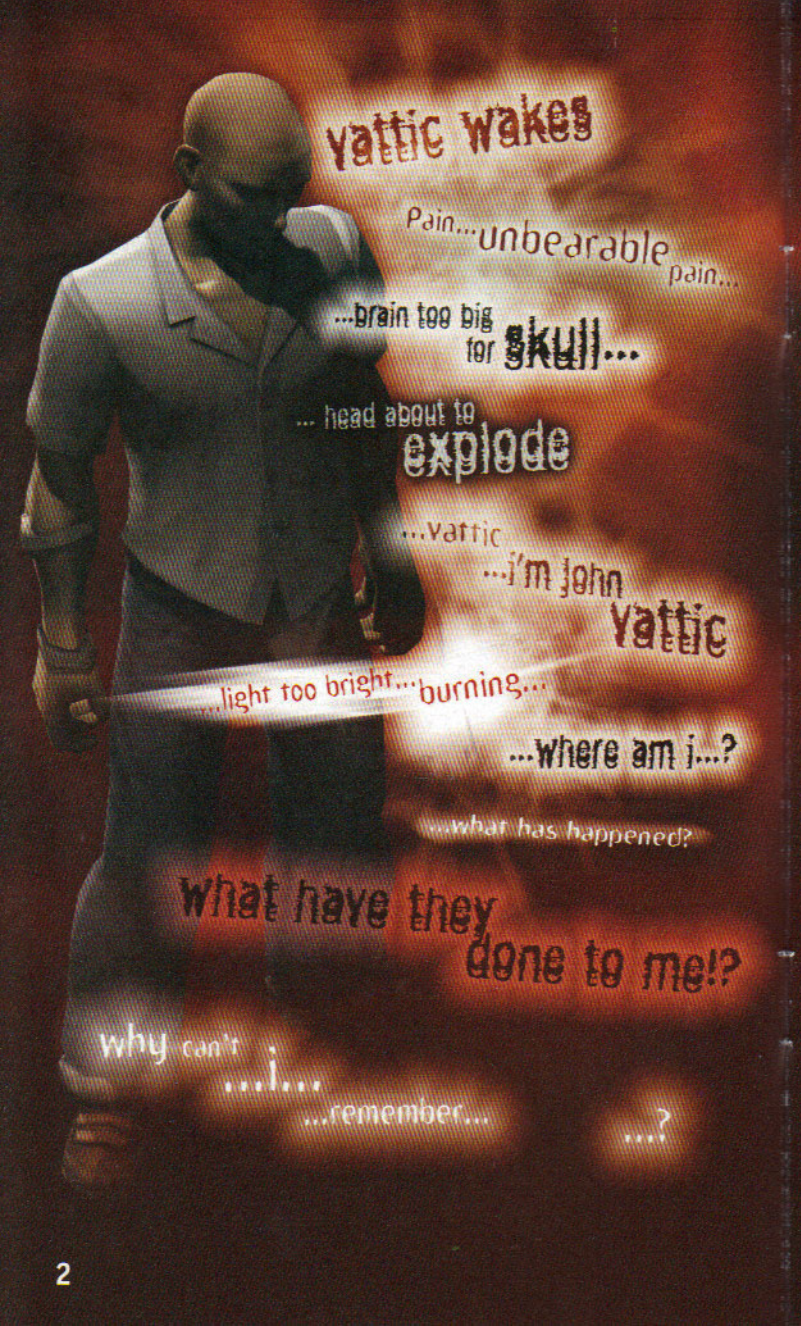


controls

moving and views

ACTION	CONTROL
Move around in 3rd person view	Control Stick ←→↑↓
Lean left & right in 1st person view	Control Stick ←→
Toggle between 1st person view, 3rd person follow-cam (locked angle), and 3rd person dynamic cam (free camera angle)	Y Button
Look around in 1st person view, or move dynamic cam in 3rd person view	C Stick ←→↑↓
Crouch / stand up	B Button
Pause Game and open PDA (see Pause Menu)	START/PAUSE

using weapons and psi powers

ACTION	CONTROL
Choose weapon in inventory	+ Control Pad ↑↓ (then A Button to select)
Choose psi power from those learned	+ Control Pad ←→ (then A Button to select)
Lock on to target	L Button
Change target while locked on	Hold the L Button + C Stick ←→↑↓
Fire weapon or use psi power on locked-on target	R Button
Manual aim with equipped weapon / refine aim when sniping	C Stick ←→↑↓
Move object when using telekinesis (TK)	C Stick ←→↑↓
Switch between weapons and psi powers	A Button (while locked on)
Punch when unarmed, or pistol whip/club when armed with a weapon	X Button

context-sensitive controls

ACTION	CONTROL
Interact with environment / special moves (see on-screen)	A Button
Special moves (peek through doors, etc. - see on-screen)	Z Button

first play

The first time you play Second Sight, select "Play" on the main screen.

Next, select "New Game" and enter your name following the directions on screen. This is the name of your save file. All game progress and level unlocks are saved to this file.

On subsequent plays, select the file you created to pick up the game at the beginning of the last level you unlocked.

game menu

SELECT LEVEL

Select the level to begin playing from. The first time you play, only the first level will be available. Also choose the difficulty level from "Normal" or "Challenging."

STATISTICS

Check out your gameplay statistics for the whole game and broken down into each completed level.

OPTIONS

Set up your game options by pressing the Control Stick ⬆⬇ to highlight an option and ⬅➡ to change its setting.

Music:	turn the music on or off.
Music volume:	adjust the level of the music.
Sound:	turn sound on or off.
Sound volume:	adjust the level of the sound effects.
Speech volume:	adjust the volume level of speech.
Subtitles:	turn subtitles on or off.
Language:	select your preferred language.
Rumble feature:	turn the controller rumble feature on or off.
Autosave:	enable or disable autosave. Note: when playing with autosave disabled, none of your game progress will be saved.
Save changes:	save the changes you have made and exit to the previous menu.

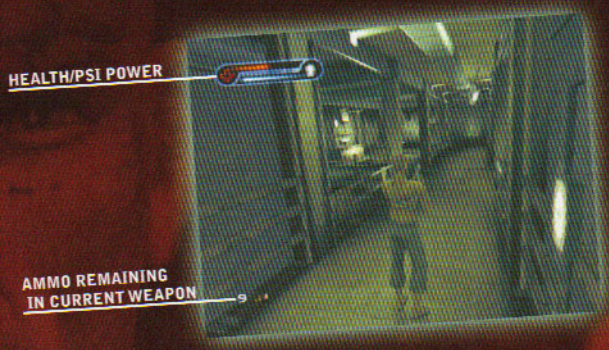
VIEW CREDITS

Check out the team that brought you Second Sight™.

VIEW CUTSCENE

View any of the cinematic cutscenes you have encountered during your adventure.

the game screen



power and health

Vattic's health and psi power are shown at the top of the screen...

health

As Vattic gets hurt in combat, his health will reduce. When it runs out Vattic dies – game over.

Restore health by using Vattic's Heal psi power, locating a first aid kit, or seeking aid from a friendly medic.

psi power

When Vattic engages his psi ability, he uses up psi power. If he runs out of psi power, he may experience a mental brown-out and if lack of psi power snaps his mind back to his body (see Projection) a moment's vulnerable disorientation may result.

When psi power is low, switch to weapons or find somewhere quiet to hide to let it recharge.

getting around

3rd person view

Move Vattic in 3rd person view using the Control Stick. Press ⬆⬇ to move forwards and backwards and ⬅➡ to move left and right.

WALLS AND OBSTACLES FOR STEALTH AND COVER

When Vattic is next to a wall (or other high object), press the Control Stick to face the wall then the Z Button to turn his back to it. Vattic may be less visible to enemies, or even able to sneak under the view cone of security cameras when hugging the walls and melding with the shadows like this.

When backed up to a wall, press the Control Stick ⬅➡ to sidle left and right. Upon reaching a corner, stop and press the Control Stick ⬅➡ to peek round and take a glimpse of the layout ahead. While peeking, press the Control Stick in the direction of the adjacent wall to edge around the corner without leaving its cover.

If armed with a weapon, Vattic can leap out from behind a corner, pop off a shot and return to cover before taking too much damage from enemy fire. With a weapon equipped, back up to a wall or other large object and sidle up to the end. Peek around using the Control Stick and hold the L Button to jump out and lock onto a target (also use the C Stick to refine Vattic's aim). Press the R Button to fire before releasing the L Button to dive back to safety.

CROUCHING

Press the B Button and Vattic crouches down (press the B Button again to return to standing). While crouching, he can move as above albeit rather more slowly. He can also make use of low level cover such as fences or packing cases to hide from enemy sight and fire.

While crouched and backed up to low cover, Vattic can sidle, peek and fire as above, and can also leap up to fire a round **over** the obstacle before dropping down again.

Crouch and back up to an object, then with a weapon equipped, hold the Control Stick ⬆ and hold the L Button to stand up and lock on to a target; press the R Button to fire before releasing the L Button to drop back under cover.

AERIAL MANEUVERS

While on walkways or balconies, Vattic can flip over the edge to hang by his hands. Move Vattic to the edge and press the A Button to drop and hang. Press the Control Stick ⬅➡ to swing hand-over-hand left or right; press the Z Button to climb back up to the platform, or the A Button to drop down to the ground below.

1st person view

Press the Y Button to toggle between 3rd and 1st person views.

In 1st person view, use the C Stick to look around. When Vattic needs to peek around a corner or an obstacle, press the Control Stick ⬅➡ to lean in that direction.

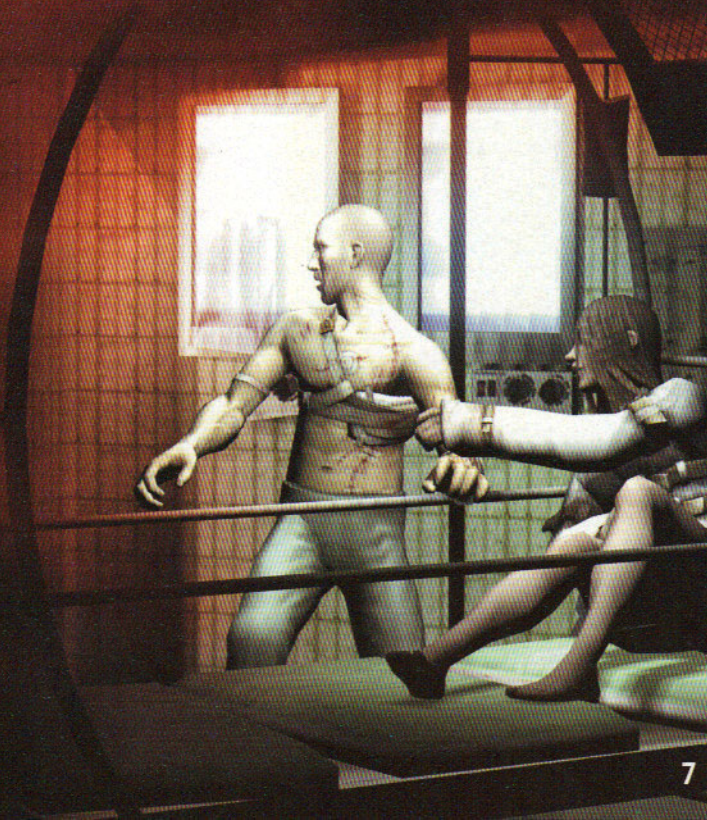
information is the key

Keep an eye out for enemy computer systems; they may hold key information or security codes necessary for Vattic's mission. To use a computer, approach it and press the A Button. If the machine can be accessed, the computer's VDU will appear on screen. Use the Control Stick to move the mouse cursor and press the A Button to open a desktop program. When Vattic has finished, be sure to close programs and log off by pressing the B Button.

stealth and secrecy

Do not underestimate the value of stealth. Avoid getting spotted by enemies or security systems, or raising the alarm with too overt an attack, or Vattic may find that his mission is brought to an abrupt end. Remember to tidy up after Vattic; a corpse in a corridor can often cause concern for the deceased's comrades. TK it out of sight before it gets noticed.

If the alarm is raised, find somewhere to hide until the alert is cancelled. Look for likely places of seclusion as Vattic explores. Solid objects, closed doors or even the odd locker can all conceal him for a time.



attacking and firepower

As Vattic progresses through his mission he will acquire various weapons with many different capabilities.

To choose a weapon, press the + Control Pad ⬆⬇ and press the A Button to select it.

HAND-TO-HAND ATTACK

When Vattic is unarmed or out of ammo, you may need to make things up close and personal.

Get an enemy within arm's reach and press the X Button to attack. If Vattic has no weapon equipped, his enemy will fall victim to his pummelling fists, but if Vattic does have a gun in hand – well, a sharp crack at the base of the skull with a rifle stock or pistol grip often does the trick...

THE STEALTHY ATTACK

If Vattic can creep up behind an enemy without alerting them to his presence (Charm), he may be able to immobilize them and put them out in utter silence.

When an oblivious foe is within reach, press the A Button to slide a strangle hold around their neck, then use the X Button to render them unconscious or the A Button to hurl them away.

TRANQUILIZE 'EM

Equipped with the short-range Tranquilizer gun, Vattic can remove enemies from the action for an extended period of time, without actually divorcing them from their heartbeat.

Press the L Button to lock on to an adversary, then use the C Stick to refine Vattic's aim. The drugs take effect faster or more slowly depending on where the tranq dart strikes. A headshot or neckshot is likely to drop them in their tracks, but a legshot could take some while to work – unless a larger dose is administered. Press the R Button to fire a dart.

TAKE AIM - LET RIP

With a weapon in hand in 3rd person view, hold the L Button to lock on to a target and press the R Button to fire.

Use the C Stick to change the target that Vattic locks on to. If a machine gun is equipped, you can use the C Stick to spray the room with bullets. In 1st person view, use the C Stick to aim.

When it's time to reload, it may be wise to take cover. It could be fatal to get caught without bullets in the middle of a firefight. Manually reload the equipped weapon by holding the L Button and pressing the A Button.

SNIPING

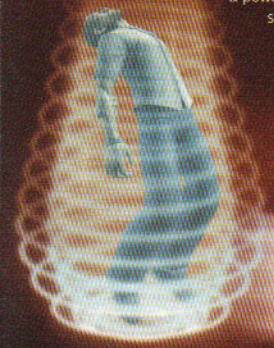
When a sniper rifle is equipped, the sniper scope comes into play.

In 3rd person view, press the L Button to lock on to a target then keep the Button held and the scope will zoom in for a tighter shot. Use the C Stick to refine the shot further before pressing the R Button to squeeze off a round.

In 1st person view, press the L Button to raise the rifle, then the Control Stick ⬆⬇ to zoom in and out, while using the C Stick to aim. Press the R Button to place the shot.

the power of psi

Waking disoriented in a hospital bed, Vattic discovers that his mind is not all it used to be. Memories are missing, fundamental information is just ... gone. But in their place, a power is growing, evolving; a power that may push Vattic to the edge of sanity and beyond, unless he can gain control and reclaim his past...



healing

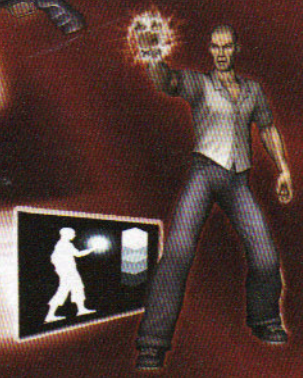
Vattic channels the power of his mind to accelerate his own healing and restore his damaged body. While concentrating on his restoration, Vattic is vulnerable to attack.

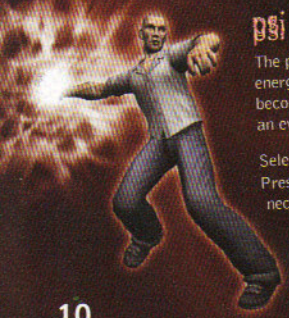
Select Healing then hold the R Button until Vattic is healthy again. It may be possible to focus Vattic's healing power to the benefit of others. Hold the L Button to lock onto another person (press the C Stick ←→↑↓ to select other people), then hold the R Button.

telekinesis

By focusing his thoughts on a single object, Vattic can move it without touching it. As Vattic becomes more experienced with telekinesis, he'll be able to move heavier objects.

Select Telekinesis then hold the L Button to lock on to an object. Press the C Stick ←→↑↓ to lock on to a different object if necessary. Finally hold the R Button to bring the chosen object under Vattic's control and use the C Stick to move it.





psi blast

The psi blast is a highly-destructive concentration of psychic energy that Vattic can hurl at his adversaries. As Vattic becomes more experienced in its use, the psi blast may become an even more intimidating force.

Select Psi Blast then hold the L Button to lock on to an object. Press the C Stick ←→↑↓ to lock on to a different object if necessary, then hold the R Button to form the psi blast and release to throw it.

Each blast uses an amount of psychic energy.

charm

When Vattic wraps his psychic energy about himself, he can obliterate his presence from the mind of any nearby human. Physical contact with another person though, is a different matter...

Select Charm then hold the R Button to go invisible. The effect will last until the R Button is released or Vattic's psychic energy drains completely.

Occasionally, Vattic's charm power can alter or calm the attitude of comrades. With Charm selected, hold the L Button to lock on to a target mind (use the C Stick to change the lock if necessary), then press the R Button to coerce that person. Do not attempt to charm enemies – contact with a mind so full of aggression can temporarily wipe out Vattic's psychic energy.

projection

When Vattic invokes this ultimate expression of his psychic self, he is able to force his mind to leave his body and go where his physical form cannot. The ghostly astral self is able to move and interact in all the ways that the physical body can and is invulnerable to detection or harm. However, the flesh is not so durable; while Vattic's consciousness is travelling, his body is left unoccupied with all of the defencelessness that that implies.

It may even be possible, through an extreme act of will, to violate the mind of another and wrest control from its owner.

Select Projection and press the R Button to eject Vattic's mind from his body. All of the normal movement controls apply. Approach an unsuspecting human and press the A button to suspend their consciousness and take possession of their motor functions for a short time.

Vattic's mind will whiplash back to his body when his psychic energy is exhausted or corporeal pain distracts his concentration.

Name: col. joshua starke

Role: WinterICE Commanding Officer

Profile: Following several accomplished tours of duty, Starke elected to leave mainstream service in order to head up small teams of specialists such as WinterICE. He has pioneered the use of parapsychology in counter terrorist operations.

Name: jayne wilde

Role: Civilian Advisor

Profile: Claiming to possess precognitive abilities, Wilde's psychic advice is taken very seriously by Command, having guided the team away from potential disaster with her predictions on many previous occasions.

Name: martha franklin

Role: Recon / Sniper

Profile: This veteran's ice-cold demeanor may fail to stir the hearts of her team-mates, but it does mean that very little is capable of spoiling her aim as she focuses in for a surgically precise shot.

00812.0.wi

Name: william robert jackson 'tex'

Role: Explosives

Profile: Tex's wise-cracking attitude can often rub others the wrong way, though the members of WinterICE have discovered that this exterior covers the excellence and expertise of a true brother in arms.

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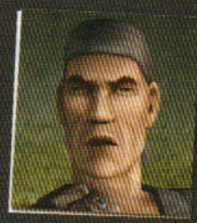


Name: juan carlos verdes 'jc'

Role: Weapons

Profile: A man who plays his cards close to his chest, JC is a thorough expert in his field and can turn his hand to almost any weapon, new or old.

00799.4.wi

Name: anthony cortelli

Role: Comms

Profile: Cortelli's ability to wring a signal out of even the most outdated comms lash-up has gained the team vital intelligence on many earlier missions. It's reputed that he can take the boot camp assault course faster than anyone on his squad (Tex would, of course, argue with that).

Name: patrick ballard MD

Role: Field Medic

Profile: His dedication to his work doesn't leave much room for conversation. However Ballard's quietness and calm inspires much confidence in his patients as he patches them up efficiently, even under heavy fire.

00274.3.wi

pause menu

At any time during gameplay, press START/PAUSE to pause the game and access Vattic's PDA, a vital source of information. Use the Control Stick to move the cursor around the PDA screen and press the A button to click an icon. Press the B Button or START/PAUSE to close the Pause Menu and return to the game. The following options are available:

Options: adjust sound volumes, and turn rumble feature on or off.

Applications: select this to access any of the computer applications that Vattic gathers as you play the game. The most significant of these is the 3D Map Viewer, which allows you to recall any of the level maps that Vattic discovers on computer terminals throughout the game.

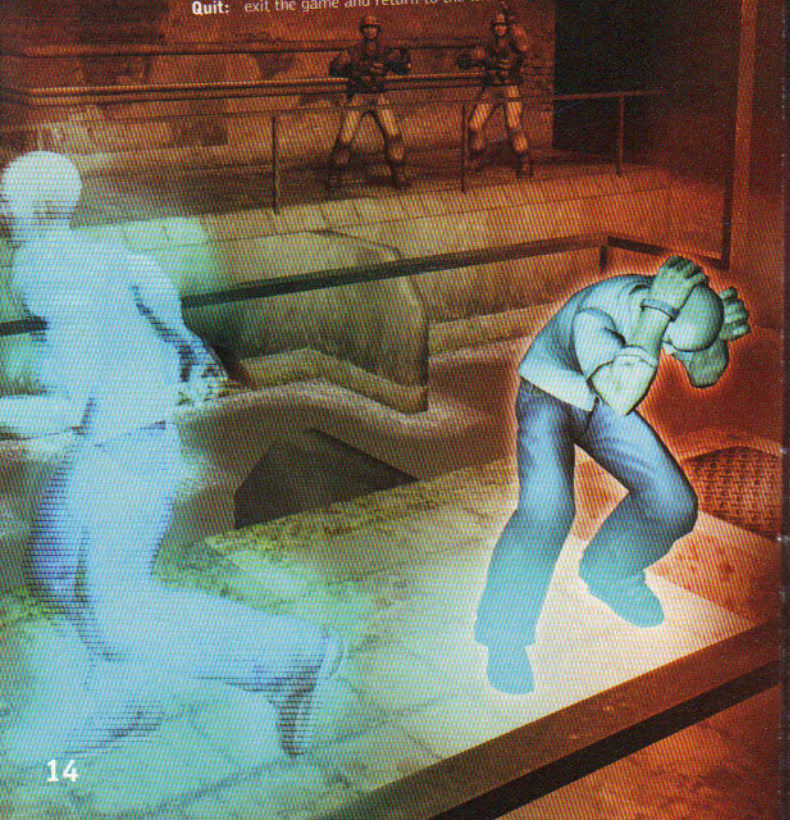
Mission: take a look at detailed information about current and previous missions.

Objectives: select this to view your objectives for the current mission.

Document Folders: explore the Document Folders to access a host of game information including weapon specs and WinterICE profiles.

Retry: access options to restart the level or retry from the last checkpoint.

Quit: exit the game and return to the Main Menu.



credits – free radical

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Lead Character Artist – Ben Newman

Lead Animator – James Cunliffe

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Additional Art
Gary Cox

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Chad Ellis – Javier Moratinos – Damon Tasker – Salvador Young

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notes

notes

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