

FORBIDDEN SIREN 2

EmuMovies

forbiddensiren2.com

SCES-53851

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SONY



COMPUTER
ENTERTAINMENT

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 twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Nos. and **POWERLINE** Nos.

FORBIDDEN SIREN[®]2

SCES-53851/ANZ

1 Player • Memory Card (BMB) (for PlayStation®2) : 80KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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ENGLISH



WELCOME TO YAMIJIMA

The island of Yamijima lies just off the coast of Japan, but despite its proximity to the mainland, this is a place nobody ever speaks of, let alone visits. It is a place of mystery; a place to be afraid of.

Legend has it that one night, 29 years ago, Yamijima was abandoned; the entire island reduced to ruin in a single night. All that is known is that as the clock struck 12:00 AM on that fateful night an undersea power cable was inexplicably cut. During the ensuing blackout, all of the island's inhabitants disappeared into thin air.

Where did these islanders go? In all these years, nobody has found an answer.

It is not clear either why a young magazine editor, a blind novelist, a wanted fugitive and a fortune-teller should tonight each be making their way to this desolate place. It can't be coincidence; something has drawn them here, something none of them can yet understand...

Midnight. A siren wails.

The sea rears up and a blood-red tsunami strikes down on the shores of Yamijima.

And the night of tragedy lives once more.



KEY CHARACTERS

MAMORU ITSUKI

GENDER: MALE

AGE: 20

OCCUPATION: MAGAZINE EDITOR

Mamoru is learning his trade at the mystery and science magazine 'Atlantis'. At first glance, he appears to be a modern, cool-headed young man, but he is capable of taking decisive action when faced with adversity. He is visiting Yamijima alone to gather research for an article.



YURI KISHIDA

GENDER: FEMALE

AGE: 18

OCCUPATION: NONI

This beautiful yet mysterious young woman is rescued from the clutches of the 'Shibito' (the Dead) by Mamoru Itsuki. Yuri has a rather eccentric air about her that seems inappropriate for one so young, and her background and motives are difficult to discern.





SHU MIKAMI

GENDER: MALE

AGE: 33

OCCUPATION: NOVELIST

Up-and-coming novelist Shu Mikami experienced his first taste of fame with the magical romantic novel, 'The Mermaid's Tear'. Shu lost his sight during a childhood incident that he has never been able to remember. His faithful dog Tsukasa accompanies him wherever he goes.



TAKEAKI MISAWA

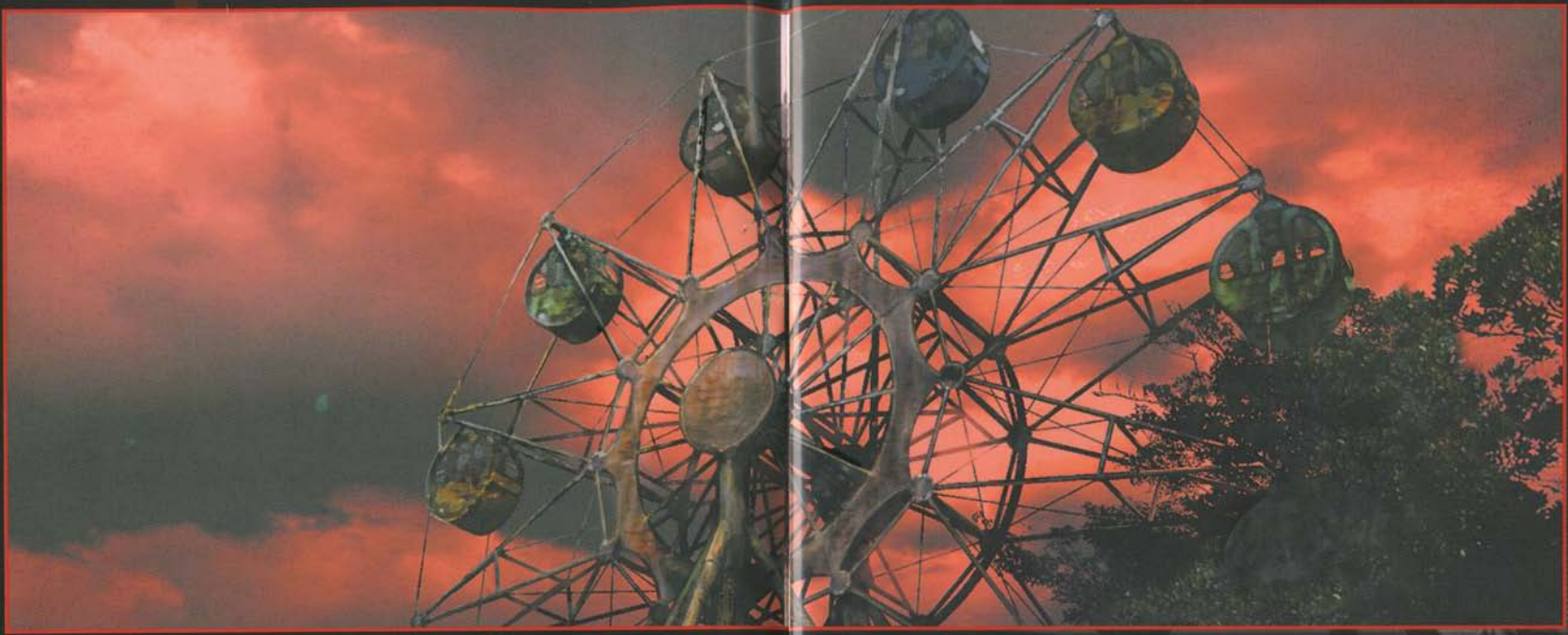
GENDER: MALE

AGE: 38

OCCUPATION: SELF-DEFENCE FORCE MAJOR

Major Misawa is forced to make an emergency landing on Yamijima due to trouble with his transportation helicopter. Renowned for his razor-sharp demeanour, Misawa seems capable of confronting the island's mysteries with a cool head.





YORITO NAGAI

GENDER: MALE

AGE: 21

OCCUPATION: SELF-DEFENCE FORCE, PRIVATE

Private Nagai is forced to abandon the SDF chopper with his superior officer. He is an ordinary young man who, despite his lack of combat experience, has shown remarkable discipline in training. He holds complete confidence in Major Misawa.



AKIKO KIYOTA

GENDER: FEMALE

AGE: 29

OCCUPATION: FORTUNE-TELLER

This fortune-teller possesses the psychic ability to read the memories of both humans and inanimate objects. Sensing that Yamijima holds the key to the murder of a friend, Akiko plunges headlong into the island's mysteries, where bizarre memories are invoked by images of the past.





THE SHIBITO (THE DEAD)

The Shibito were once human; now their souls are possessed by a mysterious force. Although the Shibito retain some control over their physical bodies, they lack intelligence, and can thus be easily diverted by simple tricks. When a Shibito takes so much damage that it perishes, it simply finds a new host, and rises once again. Somewhat adapted to an aboveground existence on Yamijima, the Shibito possess a tolerance to light.



THE YAMIBITO (PEOPLE OF THE DARK)

Originally human, the Yamibito have mutated into a species that is completely at odds with modern science. Unlike the Shibito, the Yamibito exhibit extreme intelligence, and when defeated, are able to self-regenerate. Their habitual hatred of light has for some reason recently been replaced by a certain level of tolerance.





SETTING UP

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Check that the I/⏻ indicator on the front of the console is lit up red. Press the I/⏻/RESET button and the I/⏻ indicator will light up green.

Press the ⏻ button on the front of the console to open the disc cover and place the FORBIDDEN SIREN® 2 disc in the disc holder with the label side facing upwards. Press lightly until the disc clicks into place.

Close the disc cover by pressing firmly until you hear a click.

FORBIDDEN SIREN® 2 will then commence loading. It is advised that you do not insert or remove accessories once the power is on. Owners of SCPH-30000 and SCPH-50000 series consoles should refer to the setup instructions supplied with the console.

PLEASE NOTE: The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken

from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

MEMORY CARD (8MB) (for PlayStation®2)

PLEASE NOTE: Throughout this manual, the term 'Memory Card' is used to describe the Memory Card (8MB) (for PlayStation®2) - (SCPH-10020 E). Memory Cards (SCPH-1020 E) designed for use with PlayStation® (PS one®) format software are not compatible with this game.

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1. You can load saved game data from the same Memory Card or any Memory Card containing previously saved game data. Make sure there is enough free space on your Memory Card before commencing play. If you do not have a Memory Card, you can still play FORBIDDEN SIREN® 2 but will not be able to save game settings and data.



DIRECTIONAL BUTTONS – MOVEMENT

In this manual, ↑, ↓, ←, → etc. are used to denote the direction of both the directional buttons and the left analog stick unless stated otherwise. On start up the Analog Controller (DUALSHOCK®2) will default to analog mode (indicator: red).

GETTING STARTED

The first screen displayed on start up is the Language Select Screen. Press the ← or → directional buttons to choose English, Francais, Italiano, Deutsch or Español and press the ⊗ button to confirm and access the Title Screen.

USING MENU SCREENS

Press the ↑, ↓, ← or → directional buttons to highlight an option, then press the ⊗ button to confirm. To return to the previous menu screen, press the ○ button.

TITLE SCREEN

Press the ← or → directional buttons to highlight one of the following

options and press the ⊗ button to confirm:

Load Game
New Game

Load game data previously saved to Memory Card
Start a new game from the beginning

BEGINNING A NEW GAME

Select New Game from the Title Screen and configure the following settings in order to begin:

1. Adjust brightness and screen position

Increase or decrease the brightness of screen display by pressing the **L1** button or **R1** button. You can reposition the game screen on your TV by pressing the ↑, ↓, ← and → directional buttons. When the screen is lit and positioned correctly, press the ⊗ button.

2. Select a difficulty level

Choose either the Easy or Normal difficulty level and press the ⊗ button to continue.

NOTE: You can also access the Options Menu from the Select Difficulty




Level screen to configure additional gameplay options. Further information on the Options Menu can be found later in this manual.

SAVING PROGRESS

Progress can be saved after each individual stage is completed. You can also choose to set the 'Autosave' function to On via the Options Menu; after manually saving once, your subsequent progress will be automatically saved after each stage is completed.

OPTIONS MENU

Various game settings can be adjusted via the Options Menu. Select the item you want to change and press the  button, then make adjustments by pressing the directional buttons as required. Select 'Restore Defaults' to revert all settings to their original status.

SYSTEM OPTIONS

Difficulty	Increase or decrease the difficulty level
Autosave	Toggle the Autosave function on/off
Hints	Switch the hints display on/off

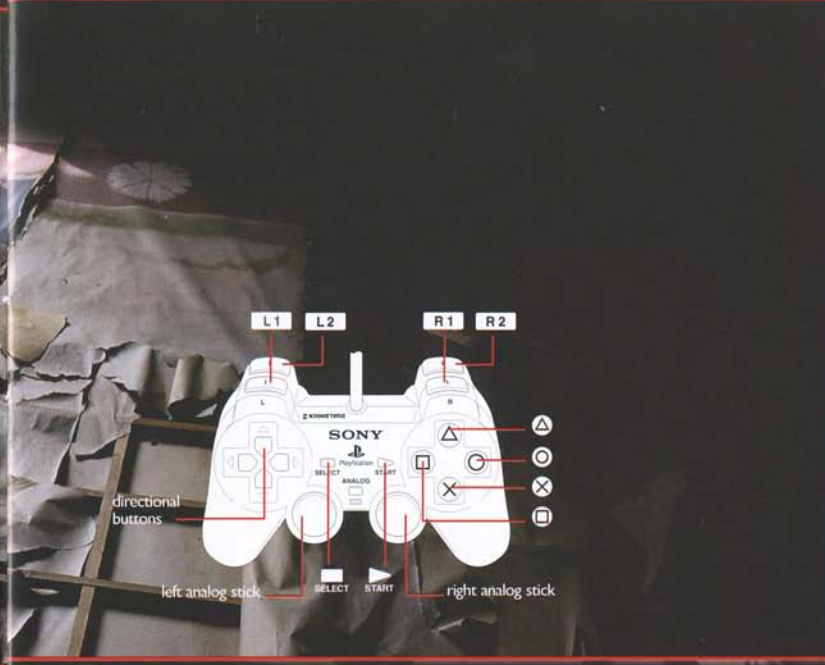
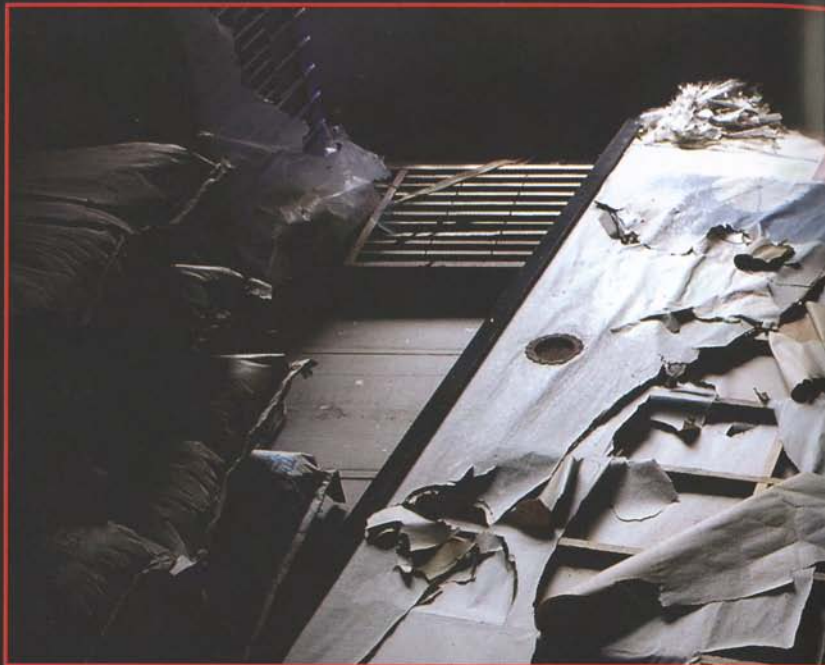
NOTE: You can not adjust the Difficulty level during gameplay.

CONTROLLER OPTIONS

Key Configuration	Reconfigure the game controls
Vertical Camera	Select Normal or Reverse
Horizontal Camera	Select Normal or Reverse
Vibration	Toggle the vibration function of the Analog Controller (DUALSHOCK®2) on/off

SCREEN OPTIONS

Screen Adjust	Adjust screen display settings
Caption	Turn subtitles on/off
Map Marker	Turn on to constantly display a character's Map Marker, off not to display it and Light only to display the Map Marker when equipped with a flashlight
Alert Effect	Choose the type of effect to indicate that an enemy has detected you
Viewpoint	Choose from two camera positions



SOUND OPTIONS

Output Choose Stereo, Monaural or Dolby Pro Logic II
Voice Adjust the language used for in-game speech

NOTE: You can not adjust the Voice setting during gameplay.

DEFAULT CONTROLS

ANALOG CONTROLLER (DUALSHOCK®2)

left analog stick	Move
right analog stick	Look Around/Zoom Whilst Sniping
⊗ button	Select/Attack/Action
⊙ button	Crouch/Cancel/Stand/Secondary Attack
⊠ button	Flashlight On/Off
△ button	Open List Menu
L1 plus left analog stick	Move Sideways
L2 button	Enter/Leave Sightjack Mode
R1 button	Draw Weapon
R2 button	Momentary First-Person View
SELECT button	Map

START button

↑ directional button

↓ directional button

Pause Menu

Switch to First-Person View Mode

Cancel First-Person View Mode

NOTE: FORBIDDEN SIREN® 2 does not support the Analog Controller (DUALSHOCK®) or digital controller.

Sightjack Mode Controls

L2 button

left analog stick

⊗ button

⊙ button

⊠ button

△ button

Enter/Leave Sightjack mode

Search Sightjack

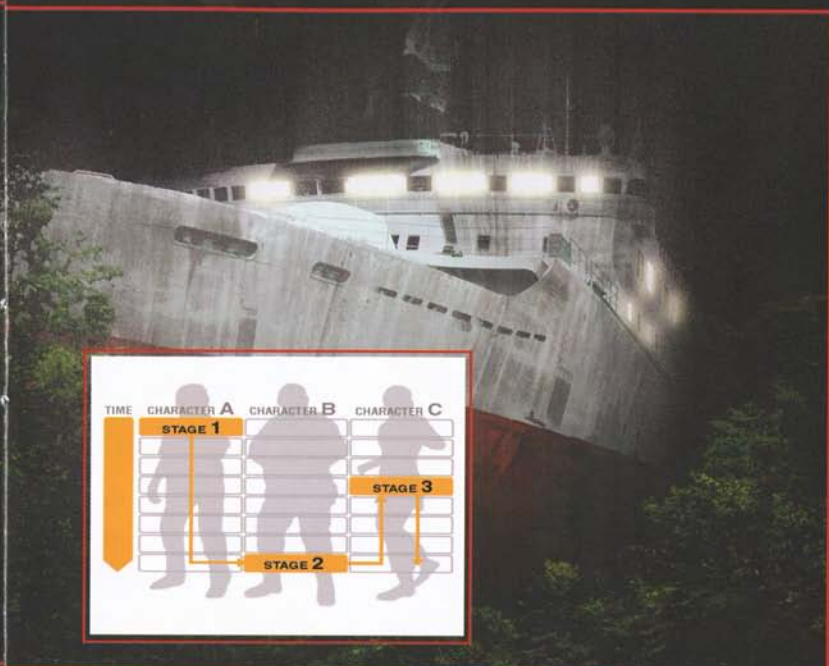
Sightjack shortcut

Sightjack shortcut

Sightjack shortcut

Sightjack shortcut

NOTE: Further information on Sightjack mode can be found in the Sightjack section of this manual.



Additional Driving Controls

Left analog stick	Steer
R1 button	Accelerate
R2 button	Reverse
R3 button	Horn
○ button	Brake
□ button	Headlights On/Off

PLAYING THE GAME

GAME PROGRESSION

FORBIDDEN SIREN® 2 is comprised of 'stages' which involve certain characters and different timeframes. The playable character will differ from stage to stage, but as a general rule there will be one single playable character per stage.

Clear each stage to proceed to the next. The more scenarios cleared, the more become playable. You can use the 'Link Navigator' to verify the connections between different stages. Further information on using the


Link Navigator can be found later in this manual.

Stage Flow

Stages are played through as follows:

1. Description of situation

At the start of each stage, the main playable character will be introduced, and the scene, date, and time displayed. A cinematic sequence will set out the state of affairs prior to your taking control.

NOTE: Press the  button to skip cinematic sequences.

2. Completion conditions and hints

The conditions required for completing the stage and hints are displayed.

3. Start of play

Control the main character and attempt to clear the stage. If the character or a companion dies before you satisfy the completion conditions, the game will end.



4. Clearing the stage

Clear the stage by successfully achieving the completion conditions. Select the next scenario to play from the Link Navigator displayed after the stage has been completed.

CHARACTER CONTROLS AND ACTIONS

MOVING

Push the left analog stick **↑** to move forwards, or **↓** to go backwards. Push the left analog stick harder to run, and lighter to walk. Push the left analog stick **←** or **→** to change directions.

The left analog stick is also used to ascend or descend ladders and stairs.

Press the **L1** button and push the left analog stick at the same time to move sideways without changing the direction in which your character is facing.

Crouch/Stand Up

Press the **○** button to make your character crouch on the spot. Characters can also move whilst in a crouched position. Press the **○** button again to stand up from a crouch.

Quick Turn

Push the left analog stick **↓** sharply and then let it spring back to make your character turn around and face the other way.

BASIC ACTIONS

Perform an action based on your current situation such as examining an object, opening or closing a door or jumping over an obstruction by pressing the **×** button.

NOTE: If more than one action is possible in a particular situation, the actions will be listed on-screen.

Turn Flashlight On/Off

If you are carrying one, press the **□** button to turn your flashlight on or off.



The List Menu

The 'List Menu' is a set of special actions that can be performed only in a particular spot. Press the **△** button to open the List Menu, press the **↑** or **↓** directional buttons to select an action, then press the **⊗** button to confirm your selection.

Checking the Map

Press the **■** button to display a map of the surrounding area. You can scroll around the map by pushing the left analog stick. Zoom in and rotate the map using the right analog stick. To change the level displayed, press the **←** or **→** directional buttons; you can also change the landmark highlighted on the map by pressing the **↑** or **↓** directional buttons.

LOOKING AROUND

Press and hold the **R2** button and move the right analog stick to temporarily explore your character's immediate field of vision. You can also press the **↑** directional button to enter first-person view mode; press the



↓ directional button to return to normal view. When in first-person mode, move the right analog stick to turn your character's head and look around. Press the **R2** button to zoom deeper into the field of vision for a closer look.

SIGHTJACK

Press the **L2** button to enter Sightjack mode. Sightjack mode is a special power that enables one character to see from the viewpoint of a Shibito, Yamibito or other character nearby, and also to hear what they are hearing.

Remember, when a character is using their Sightjack power, they cannot move and become vulnerable; on Yamijima danger is rarely more than a few footsteps away, so you must learn to use it wisely...

Whilst in Sightjack mode, a blue cross (+) will be displayed on-screen to indicate the position of the current playable character, with green crosses for companions and red for enemies.

The Sightjack ability is made up of the following actions.



Searching

After pressing the **L2** button to enter Sightjack mode, the searching process works in a similar way as when tuning in a television or radio. By gently manipulating the left analog stick you can tune into the senses of nearby characters.

You can also press the **L1** button to instantly Sightjack the senses of the closest enemy, or press the **R1** button or **R2** button to Sightjack the senses of alerted or attacking enemies.

Locking

After locating a character in Sightjack mode, press the **X** button, **□** button, **△** button or **○** button to assign a shortcut for the character to that particular button. To return to the same character at a later point in the stage, simply press the shortcut button; you don't need to search again.

Sightjack Special features

Certain characters have extra Sightjack abilities which can be utilised by

pressing the **R3** button. See the 'Survival Tips' section of this manual for further information on extra Sightjack abilities.

FIGHTING

In many situations it is far better to attempt to evade contact with enemies, using stealth to avoid detection. However, in some situations there is no alternative but to fight for survival. In FORBIDDEN SIREN® 2, combat follows these steps:

Take an Attacking Stance

Press and hold the **R1** button to prepare to attack.

Lock On

Having assumed an attacking stance, an enemy within a certain range will be targeted automatically. Whilst locked on, push the left analog stick and press and hold the **L1** button at the same time to switch lock on to a different target.



Attack

Whether your character is armed with a melee weapon or firearm, press the **X** button to unleash an attack. If carrying a firearm, you can also press the **C** button to use the weapon's butt as a club.

Aiming

Push the left analog stick without locking on to aim manually.

Moving

Press and hold the **L1** button without locking on, then push the left analog stick to either move or change direction. When locked on, push the left analog stick to move left or right around the locked on target.

WEAPON CHARACTERISTICS

Melee Weapons

Tools and weapons such as crowbars and wrenches can be used to bludgeon enemies that are in front of you. During the attack, press and hold the **X** button longer for a more powerful attack.



Pistols

Hand guns are particularly well-suited to short-range attacks. The probability of a shot hitting home will vary depending on the distance to the target, the amount of time the weapon has been locked on to the target, and the brightness of the surrounding area.

Rifles

Rifles are the most effective weapon for longer-range attacks. When equipped with a rifle that has a sniper function, take a shooting position by pressing and holding the **R1** button then press the **↑** directional button to enter Sniper mode. In Sniper mode, use the left analog stick to aim and zoom in or out with the right analog stick. Press the **X** button to fire. Press the **↓** directional button to return to the normal aiming mode.

PAUSE MENU

Press the **START** button during play to access the Pause Menu and view lots of helpful information about the game currently in progress.



PAUSE MENU ACTIONS

Mission

Highlight Mission to view the current objective and any sub-targets.

Item

Verify or equip the items in the current playable character's possession. To equip an item, highlight it and press the **X** button.

NOTE: Characters can only carry two weapons at a time. When picking up a new weapon either make sure that no weapon is currently equipped, or that your character is equipped with a weapon that can be sacrificed to get the new one.

Stage

Select this to access the following 'Stage' options:

Checkpoint	Restart the current stage from the last checkpoint
Restart	Restart the current stage
Top Menu	Return to the Top Menu. Details on the Top Menu can be found later in this manual

Link Navigator

Access the Link Navigator. Details on using the Link Navigator can be found later in this manual

Map

Check a map of the surrounding area. You can scroll around the map by pushing the left analog stick. Zoom in and rotate the map using the right analog stick. To change the level displayed, press the **←** or **→** directional buttons; you can also change the landmark highlighted on the map by pressing the **↑** or **↓** directional buttons.

Other

Select from the following 'Other' items:

Archive	View the archived items you have obtained
Hints	Display hints for clearing the current stage
Help	Access help summaries for specific actions or operations
Options	Use the Options Menu to change various settings, as described earlier in this manual

NOTE: When viewing the Archive, use the directional buttons to highlight a particular archive, then press the **X** button to view its contents.



Quit

Select Quit from the Pause Menu to return to the game.

TOP MENU

The 'Top Menu' is accessed either by choosing 'Load Game' from the Title Screen, or by selecting Top Menu via the Pause Menu.

If you return to the Top Menu from the Pause Menu the stage currently in progress will not be cleared, but any obtained archive items and actions completed for other stages will be saved. The Top Menu contains the following options:

Link Navigator	Access the Link Navigator. Details on using the Link Navigator can be found later in this manual
Archive	View any archive items obtained so far
Options	Use the Options Menu to change various settings, as described earlier in this manual
Title Screen	End the current game and return to Title Screen

NOTE: Returning to the Title Screen from the Top Menu will reset game data.

After doing so you must subsequently recommence play from the last save file.

LINK NAVIGATOR

The Link Navigator is used to check the physical and chronological links between each stage, and to select the next scenario to play. The characters you have so far encountered are listed along the horizontal axis and the vertical axis is a timeline. Stages are colour-coded to highlight which ones relate to which characters and at which times.

Press **↑**, **↓**, **←** or **→** to move the cursor to a stage and press the **⊗** button to display a menu of options for that stage. You can check the details for the highlighted stage, or start to play it. The cursor can also be moved to preceding or subsequent stages.

LOCK AND KEY STAGES

Some stages will be 'locked', meaning that the stage in question has a 'Mission 2' objective, and cannot be cleared until a certain condition has been met in another stage to open the lock.



The stage in which conditions must be met to open the lock is called a 'key stage'. Once the key stage has been successfully cleared, the stage will be fully unlocked, thereby allowing you to accomplish the Mission 2 objective.

CLEARING STAGES

Use the Link Navigator to increase the number of playable stages, as described in the following procedure:

1. Complete an uncleared stage

First, search for an uncleared stage, or a stage for which only the Mission 1 objective has been successfully completed, and clear that stage.

2. Search for the key stage

Locate the flashing key stage which corresponds to the stage for which only Mission 1 has been cleared.

3. Clear the key stage

When you start a key stage, completion conditions and hints will be displayed. After satisfying the unlocking conditions, a message will indicate that you have been successful.



4. Clear the Locked Stage

Return to the Link Navigator via the Top Menu and clear the newly unlocked stage.

SECRETS OF YAMIJIMA

DETECTION BY AN ENEMY

If you are detected by an enemy character the Analog Controller (DUALSHOCK®2) will vibrate and an on-screen 'Alert Effect' will be displayed. You can adjust the type of Alert Effect used via the Options Menu.

If you do not know the whereabouts of the enemy that has spotted you, press the **L2** button to enter Sightjack mode and press the **R1** button or **R2** button to search. The attacking enemy's field of vision will be the one in which the blue cross indicator (the position of your character) is visible. If you now press the **L2** button to exit Sightjack mode, a red cross marking the position of the enemy will be displayed temporarily, making it easier to find.



DIFFERENCES BETWEEN SHIBITO AND YAMIBITO

There are some very important differences between the Shibito and the Yamibito. Becoming familiar with the traits of these two fearsome types of adversary is the only way to guarantee survival.

Shibito (The Dead)

Shibito lack intelligence, and seem to perform predetermined actions, over and over again. It is important therefore to carefully study their behavioural routine before attempting to engage or sneak past. The Shibito possess a similar standard of eyesight to humans and are thus reliant on light to see clearly. When confronting the Shibito, darkness is your ally; turning on a light or entering a bright area will only alert them to your presence.

Yamibito (People of the Dark)

The Yamibito are a far more intelligent breed than the Shibito, and will not fall for simple diversionary tactics. They do however possess a certain aversion to light – so use this intolerance to your benefit.



SURVIVAL TIPS

Keep an eye on Companions

If a companion is attacked and exposed to danger, press the **△** button and select 'Run' from the List Menu. While your companion retreats, you can select 'Shout' to divert the enemy's attention.

Look out for Weapons

Stealth may be the key to survival on Yamijima, but you would be foolish not to make use of any weapons that you can lay your hands on. Press the **⊗** button whilst near an item that can be used as a weapon to collect it. Pay particular attention to downed enemies; you can often gain weapons from them.

Use Extra Sightjack Abilities

For some special characters, Sightjack mode becomes an entirely different skill to master. In certain situations, entering Sightjack mode and pressing the **RB** button allows you to commandeer the body of character you are targeting, as well as hijacking their senses of sight and sound. Press the **RB** button again to return to the normal Sightjack mode.



Go Slowly and Safely

Walking is quieter than running, and walking in a crouched position is quieter still. Even when an enemy is in a confined space, creeping along in a crouched position (with any flashlights turned off) may enable your character to slip past them without being noticed.

Take Careful Aim

When using a handgun, your hit rate will vary depending on how far away the enemy is, how long you have been locked on, and the ambient light. In other words, if you shoot at the closest possible range, after locking on for as long as possible and with your torch on, you will have a better chance of hitting the target. For a good square hit, lock on, then get as close as possible before firing.



SUPPORT FOR DOLBY® PRO LOGIC® II

1. Connect the PlayStation®2 console to the AV amps

Connect the analog audio output of the PlayStation®2 console's AV Multi Out connector or Digital Out (Optical) connector to the AV amps having a built-in Dolby Pro Logic II decoder.

2. Set the options on the AV amps

Switch ON the AV amps' Dolby® Pro Logic® II function. The amps will have a Music mode and a Movie (or Cinema) mode: always select Movie (Cinema) mode.

3. Set the options in-game

Start the game and in the Options Menu, set Sound Output to Dolby® Pro Logic® II.

CREDITS

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