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AWAKENS A PATH
TO THE END.



Xenosaga EPISODE III

Also sprach Zarathustra

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EmuMovies



Language
Mild Suggestive Themes
Violence



PlayStation 2



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EUREKA 大塚科博 IRLUTIN SEVEN™

VOL. 1: The New Wave™



CONTENT RATED BY
ESRB



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 2 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 2 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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.

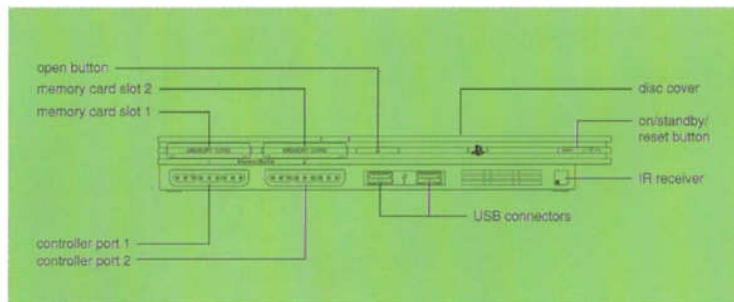


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SETTING UP



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the **EUREKA SEVEN™ VOL. 1: THE NEW WAVE™** disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



These are the basic game controls. As the story progresses, you will control the main character, Sumner, and the LFO he pilots.

L1 button
Target Lock On/Off
Grapple

L2 button
Camera Reset

directional buttons
Slow Character Movement

left analog stick
Character Movement
The left analog stick controls general character movement. Move slightly to walk, or firmly to run. You can move even faster by holding down the **X** button while running.

SELECT button
(Tutorial) Displays information menu.

R2 button
Emergency Dodge

R1 button
Mode Shift (LFO Transformation)
Ref-Board (ON / OFF)
(Lift Action) Jamming

triangle button
Shoot

circle button
Melee Attack
Action Function

X button
Jump
(Hold down) Acceleration / Dash
(Press successively) Recover while falling

square button
Guard
(With LFO in vehicle form) Brake
(Lift Action) Grab

right analog stick
(Human Form) Rotate camera (LFO Form) Switch camera
(While in scope mode) Zoom

START button
Enter/exit the Pause menu

- * This game is for use only with the analog controller (DUALSHOCK®2).
- * Character and LFO movement and weapon use, as well as menu screen controls are all performed with the analog controller (DUALSHOCK®2).
- * Turn the vibration function ON or OFF under OPTIONS from either the Main Menu or Pause screen. Regardless of whether the vibration function is ON or OFF, the mode indicator will always be lit.
- * Use either the left analog stick or the directional buttons on the menu screens to move the cursor. Press the **X** button to select, or the **circle** button to cancel.
- * Only a controller in controller port 1 will be recognized.

INTRODUCTION



DO YOU DREAM?

A young boy and girl are swept away by
a new "wave."

I guess I never told you anything about me.
If someone asked, "Don't you have any dreams?"
I'd just smile and make something up.
The fact is... I really didn't have any.

But I do now.
My dream is to ride an LFO.
Maybe I shouldn't say this but,
I think riding an LFO will make me
strong-hearted.
That's why... I'm becoming an LFO pilot!
It's a simple-minded reason, I guess.
But it's what I wanna do.



BACKGROUND

It has been countless years since mankind was driven out of their home planet. After a long and desperate search for a new habitat, they finally reached the promised land.

The surface of this desolate world is covered with "scub coral," and rich in mysterious transparent light particles, or "trapar" particles.

In the process of cultivating the land and harnessing the trapar particles, mankind constructed several monolithic towers on their new home.

Before long, entire cities had sprung up and a unified government, the United Federation, was formed.

Several centuries have passed, and the people have accepted a stagnant, but tranquil way of life.

The only escape from this stagnation is to join the military or to make it as a super star in the sport known as "lifting."

In this standstill world, the youth begin their journey to find their way, to move forward.

The world is now seeing a new beginning...

CHARACTERS & MECHANICS

U.F. FORCE NEW WAVE ACADEMY

1) SUMNER STURGEDON>

The main character of the story, Sumner left the elite officer academy to join the U.F. Force New Wave Academy and become an LFO pilot. His skill in the cockpit is unparalleled.

2) RURI>

Ruri is the New Wave's top pilot as well as an excellent lifter.

3) HOOKY ZUEFF>

Hooky is a hot-blooded lifter. He's Sumner's teammate, but also his rival.

4) GILLIAN HAMILTON>

Another of Sumner's teammates, Gillian keeps the New Wave team in good spirits.

5) STEVEN BISSON>

Steven is a cool and collected member of the New Wave. His skills make him well-suited for strategic roles.

6) TERMINUS TYPERS05>

An LFO developed exclusively for the U.F.'s special mobile force. Thanks to its reliable unit conversion system, this model can transform with ease.



ROBOT MODE>



VEHICLE MODE>

GAME START

STARTING UP

Properly insert the **EUREKA SEVEN™ VOL. 1: THE NEW WAVE™** DVD-ROM into the PlayStation®2 computer entertainment system and turn on the power. The Title screen will appear after the opening movie plays.



LOAD DATA//

If there is a previous **EUREKA SEVEN™ VOL. 1: THE NEW WAVE™** save data, pressing the START button at the Title screen will bring you to the Load Data screen.

MAIN MENU

Press the START button at the Title screen to see the Main Menu. Use the directional buttons to move the cursor, and press the **X** button to select the option you want.



STORY//

Choose to start a "New Game" or to "Continue" a saved game.

NEW GAME// Play the story mode from the beginning.

CONTINUE// Begin the game from the last continue point* you reached. *Indicates check points before character and LFO action sequences.

SITUATION//

Play various missions including "Lift Races" and "LFO Battles." * New missions will become available as you progress in the story.

TUTORIAL//

See an explanation of LFO and character abilities and practice using the controls.

OPTIONS//

Change game settings such as "Volume," "Brightness," and "Vibration."

DATA//

Can select "Load" or "Save" to load or save data.

LOAD// Begin the game from previously saved data. Select the data you wish to play to continue the game from that data's continue point.

SAVE// Can save game data onto a memory card (8MB)(for PlayStation®2).

GAME FLOW

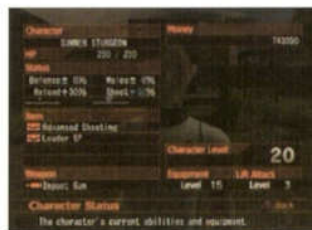
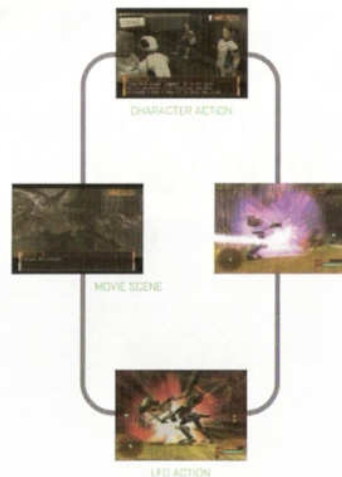
Each episode of Story Mode is comprised of "Character Actions," in which you gather information and explore, and "LFO Actions," such as battle. Movies will also play during important scenes during the game.

SAVE & LOAD//

To save or load game data, please insert a memory card (8MB)(for PlayStation®2) (sold separately) into MEMORY CARD slot 1 before beginning the game. This title only uses MEMORY CARD slot 1. Additionally, 196KB or more free space is required on the memory card (8MB)(for PlayStation®2) to save your game.

LEVEL UP//

By playing through "battles" in Situation and Story Mode, you earn points and prize money. The better your battle results, the faster you can raise your character's status levels to power up your character and LFO.



- Melee / More hand-to-hand attacks become available.
- Lift / Difficult tricks can be performed. Also, the stamina gauge used for dashing recovers faster. (For both character & LFO)
- Flight / More LFO special attacks can be performed.
- Equip / LFOs can be equipped with powerful items.

CHARACTER ACTION

VIEW OF CHARACTER ACTION SCREEN



1) SPECIAL ACTION INDICATOR

Indicates special actions Sumner can perform with the **○** button.

2) STAMINA GAUGE (TENSION GAUGE)

Decreases during speed boost (hold down the **×** button), but replenishes once the **×** button is released. If the gauge reaches 0, you will be unable to act for a short time. The stamina gauge becomes the tension gauge during lift action.

3) HP

Displays Sumner's remaining HP. HP decreases when damaged by an enemy's attack. Healing items will automatically be used to recover HP once this reaches 0.

While in control of Sumner, you can explore, gather information and use a variety of weapons in battle. Also, depending on your surroundings, you can perform all sorts of incredible lift tricks on the ref-board.

4) RECOVERY ITEMS

Indicates the number of recovery items in possession. You can carry up to 3 recovery items at one time.

5) TRAPAR CONCENTRATION

The color of the lift radar indicates the trapar concentration in 3 levels. When there is enough trapar to lift, the radar will be blue. When trapar is absent, it will be red and you will not be able to use the ref-board. When the radar is yellow, you can lift, but it will be difficult to control the board.

ATTACK ACTION

Sumner can fight off enemies with weapons and melee attacks. When fighting in close quarters, Sumner can attack at high speeds and perform a variety of moves. Be sure to keep an eye on your ammunition and the enemy's HP when using long range weapons. Lock on to an enemy to see its HP.



MELEE COMBOS//

Press the **L1** button to grab an enemy. Press the **○** button rapidly to release a combination attack on the enemy. You can perform different combo attacks by using the left analog stick in conjunction with the **○** button.



SHOOTING//

Press the **△** button to ready the equipped weapon. With the weapon ready, press the **○** button again to fire. Holster the weapon by pressing the **○** button. Some weapons will automatically change the view to a first-person perspective so you can aim the weapon. The **L1** button is used to lock on to an enemy when the weapon is ready.

LIFT ACTION

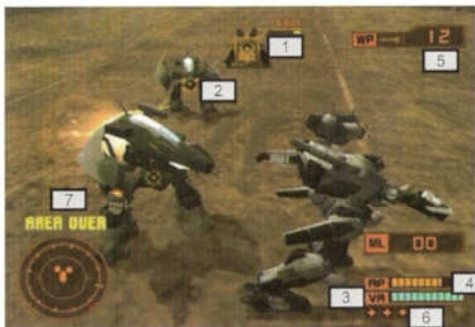
You can move freely in the air by riding a ref-board. Press and hold the **×** button to gain speed and move even faster. However, doing so will deplete the stamina/tension gauge, so be careful not to overuse it.

LIFT TRICKS//

Hold down the **○** button and move the left analog stick or press the directional buttons in various directions to perform lift tricks. When a trick is successful, its name will appear on the screen and the stamina/tension gauge will fill up.



LFO ACTION VIEW



1) ENEMY AP (ARMOR POINTS)

Lock on to an enemy with the **L1** button. You can then check the target's AP by looking at the yellow bar above the target's head.

2) TARGET MARKER & LOCK-ON MARKER

Target markers will display on all enemies on the screen. Lock-on markers appear as yellow squares and diamonds as an overlay on enemies that have been locked onto.

3) VERNIER GAUGE (TENSION GAUGE)

Hold down the **X** button to activate the vernier for a speed boost. When the gauge reaches 0, you will be temporarily unable to use the vernier.

4) PLAYER LFO AP (ARMOR POINTS)

The AP for Sumner's LFO. Any held repair kits will be automatically used when AP reaches 0.

5) BACK WEAPON TYPE & REMAINING ROUNDS

Information about the type of weapon on the back of the LFO and remaining rounds of ammunition appears in the upper right hand of the screen. This indicates the weapon type and remaining ammunition for the weapon equipped on the LFO's back. When ammunition has been fully depleted, the icon will flash and the weapon will reload.

6) REPAIR KIT

You can hold up to 3 repair kits.

7) AREA OVER ICON

An icon that indicates where a player is forbidden on certain maps.

LFO actions are divided into 2 categories: humanoid and vehicle. Press the **R1** button to change from humanoid mode into vehicle mode and vice versa.

LFO HUMANOID FORM

The LFO is capable of several actions while in humanoid form. Close range melee attacks and long range attacks from the back weapon allow you to battle with flexibility.



MELEE//

Melee attacks are executed by pressing the **○** button. Melee combos can also be performed. Fighting in close range will make it easier for enemies to strike you, but you can deal greater damage than by relying on long range weapons.



BACK WEAPON//

Fire a projectile weapon by pressing the **△** button. Hold the **△** button for multi-lock. The attack power and range varies depending on the equipped weapon. Once the number of rounds remaining reaches 0, the weapon will reload. You will then be unable to use this attack until ammunition has been fully replenished.



EMERGENCY DODGE//

Press the **R2** button to activate a special dodge.

LFO ACTION CONTINUED

VEHICLE FORM

Faster in speed than the LFO's humanoid form, the vehicle form also has less exposed area, making it harder to hit. You can only enter and exit the LFO while it is in vehicle form.



SPIN ATTACK//

Press the **○** button during a dash to activate. This will attack surrounding enemies while spinning. It is easy to perform, but will use up boosters rather quickly.



SHOOTING//

Attacks with the back weapon as in humanoid form. The weapon will reload when ammunition reaches 0, and will be temporarily unavailable. Hold the **△** button for multi-lock.

LIFT ACTION

LFO can also perform lift actions. Lift tricks work the same way as for Sumner, but an LFO can also battle while riding the ref-board. Attack freely with the back weapon and lift attacks to create fast and furious dog fights.



LIFT TRICKS//

Performed in the same manner as when controlling Sumner. The tension gauge will increase with each successful lift trick.



LIFT ATTACKS//

The LFO can still perform melee attacks with the **○** button and shoot with the **△** button while riding the ref-board.

PAUSE MENU



PAUSE MENU

Press the **START** button during the game to open the Pause menu. There are six items on the Pause menu: Info, status, equipment, options, retry, and exit game. If you are unsure of the controls, want to check some information, or change game settings, you can do so under the corresponding menu item.

INFO//

From Commands to button assignments, you can view thorough information under info.

Command List.....A list of abilities and the commands required to use them.

Controls.....Check the controls for Sumner and his LFO.

STATUS//

From the Status option, you can view character abilities.

LFO.....View your LFO's current abilities and equipment.

Character.....View your character's current abilities and equipment.

EQUIPMENT//

From the Equipment option, you can view character's equipment.

LFO.....Change your LFO's current equipment.

Character.....Change your character's current equipment.

OPTIONS//

Set game options, from the BGM to screen set-up here.

Camera Up/Down

Choose from "normal" and "reverse."

Camera Right/Left

Choose from "normal" and "reverse."

Sniperscope Up/Down

Choose from "normal" and "reverse."

Sniperscope Right/Left

Choose from "normal" and "reverse."

Vibration

Turn the controller's vibration function "on" or "off."

Sound

Choose from "stereo" and "monaural."

Music Volume

Set the Music volume. You can choose from 10 levels.

SE Volume

Set the sound effects volume. You can choose from 10 levels.

Brightness

Set the screen's brightness.

Default

Restore all options to the default setting.

RETRY//

This allows you to retry a mission from the beginning.

EXIT GAME//

End the game and return to the Title screen. Returns to the mission select screen if in Situation mode.

ITEMS

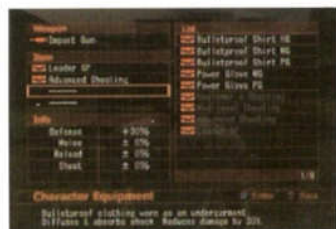
PURCHASE

Items for both Sumner and his LFO can be purchased from the main headquarters and shops. There are many types of weapons and equipment, so be sure to decide what you need before you begin to buy. Money needed to purchase items is obtained at the end of missions.



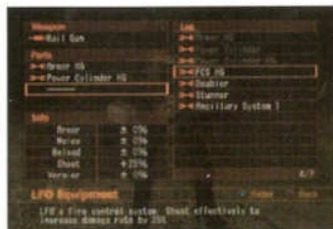
EQUIPMENT

Access Equipment from the Pause menu and select either LFO or character. Equip items for both Sumner and the LFO here. Choose the item you would like to equip from the list.



CHARACTER//

You can equip the character with one long range weapon and multiple items with effects ranging from damage reduction to increased attack power.



LFO//

Equip the LFO with a rear-mounted weapon and multiple parts to augment its abilities.

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NOTES

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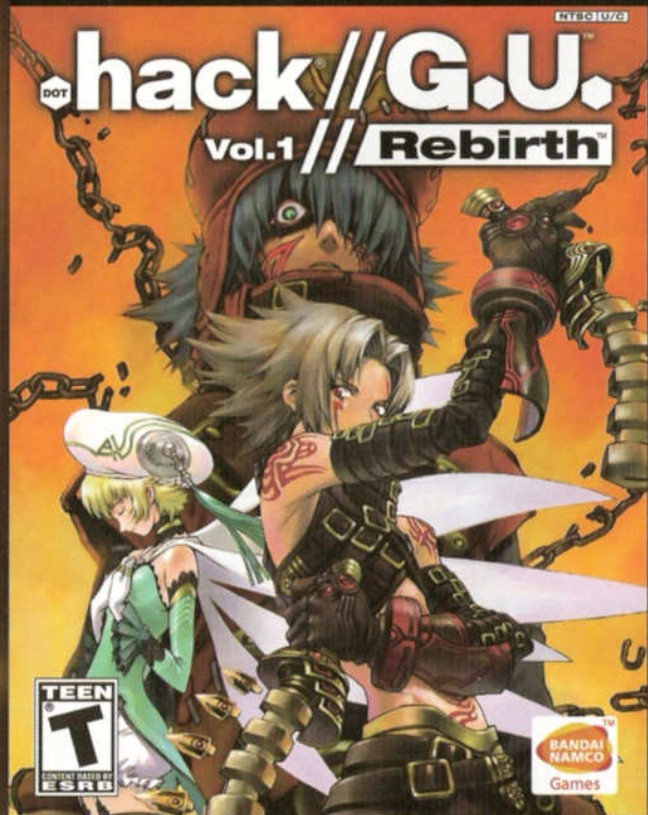
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