



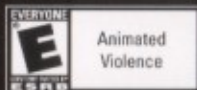
YOU DON'T JUST PLAY IT... YOU LIVE IT

"...the best superhero game ever..."

EmuMovies

OPM
August 2000

www.activision.com



NEVER SET

ACTIVISION

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SKY Odyssey



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:

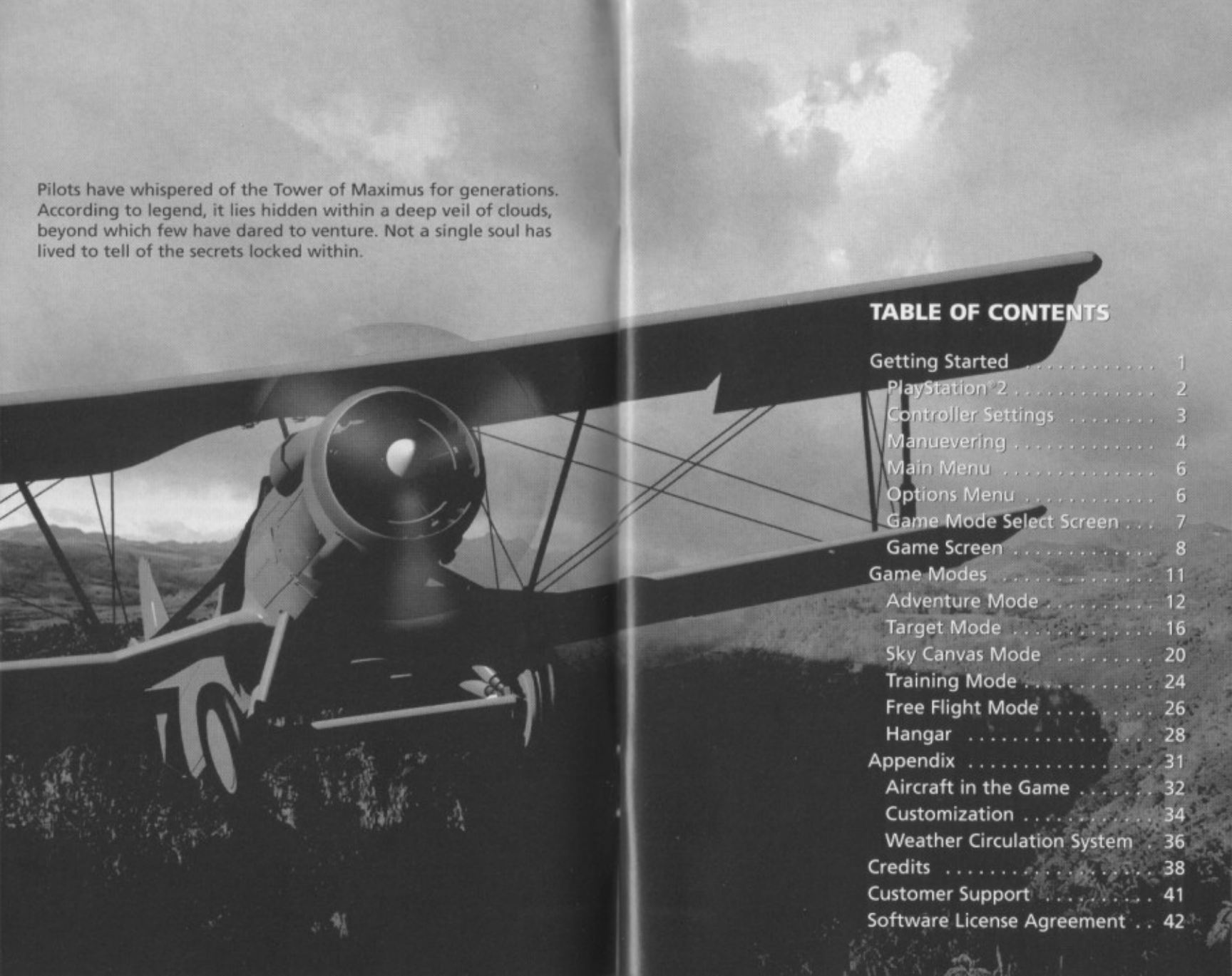
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

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.



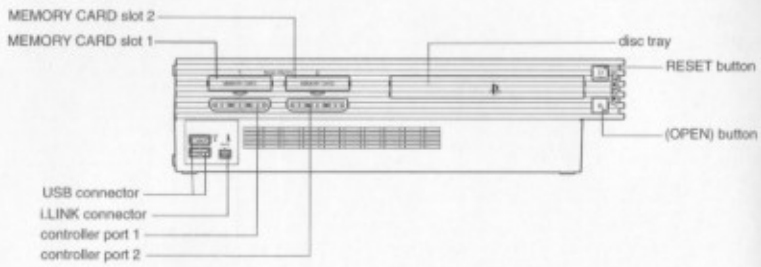
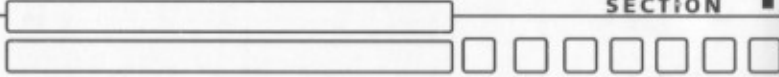
SKYODYSSEY



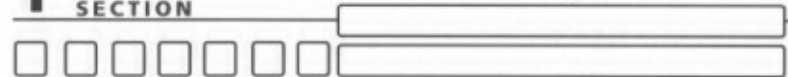
Pilots have whispered of the Tower of Maximus for generations. According to legend, it lies hidden within a deep veil of clouds, beyond which few have dared to venture. Not a single soul has lived to tell of the secrets locked within.

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Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Sky Odyssey disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

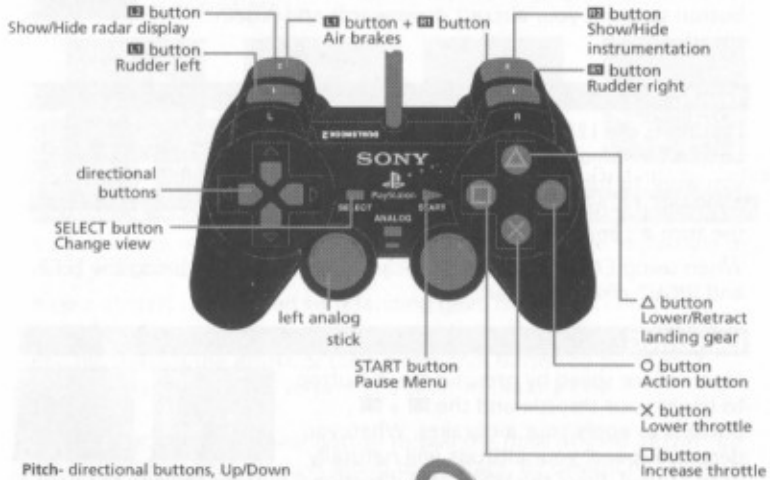


CONTROLLER SETTINGS

You can change the control method and button configuration by selecting CONTROLLER SETTINGS from the Options Menu (See P. 6). The explanations in this manual are based on the NORMAL CONTROL TYPE-A initial settings.

The vibration function can be turned ON or OFF by selecting VIBRATION from the Options Menu (See P. 6) regardless of whether the mode indicator on the controller is ON or OFF.

Turn the mode indicator ON to use the left analog stick. Other than the left analog stick, all controls are digital.



MANEUVERING**TAKEOFF**

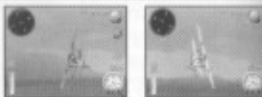
First increase the engine's throttle. As you move forward, accelerate until your airspeed indicator turns white and then press the DOWN directional button to raise the nose of your aircraft and takeoff. If your aircraft is equipped with retractable landing gear, press the Δ button to retract it.

**ASCENDING/DESCENDING**

When you are flying level, you can ascend or descend by pressing the UP or DOWN directional buttons. If you stall as a result of a rapid ascent, press the UP directional button to point your aircraft downwards and regain speed.

**TURNING**

First press the LEFT or RIGHT directional button to tilt your aircraft in the direction you want to turn. Next, press the DOWN directional button to initiate the turn. When the turn is complete, return to level flight.



When using EASY CONTROL, you can turn simply by pressing the LEFT and RIGHT directional buttons.

LANDING

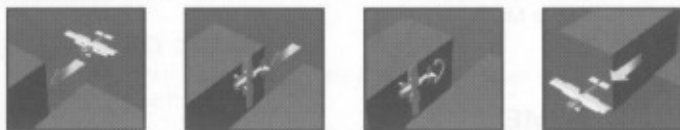
First, reduce speed by pressing the X button to lower your throttle and the $\text{L1} + \text{L2}$ buttons to apply your air brakes. When you decrease speed, your altitude will naturally drop as well. Press the UP/DOWN directional buttons to keep the nose of your aircraft pointed slightly upwards as you approach the ground. For aircraft with retractable landing gear, press the Δ button to extend the landing gear. Press the X button to cut your engine and then come in for a nice slow landing.

**FLYING THROUGH A NARROW SPACE**

Some missions will require you to fly through tight enclosed spaces that are narrower than your aircraft, such as narrow ravines and caves. Since your aircraft cannot fly through these areas with its wings level, you must roll 90°.

While flying with wings vertically, pressing the UP/DOWN directional buttons to raise/lower the nose of your aircraft and therefore move your aircraft to the right or left. Similarly, pressing the L1 or L2 buttons to adjust your rudder will make your aircraft ascend or descend depending on the direction your aircraft is tilted.

While flying with wings vertical, it's easy to stall so return to level flight as soon as possible.

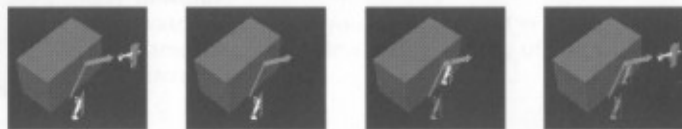
**TURNING WITH THE HELP OF YOUR LANDING GEAR**

It's possible to make sharp turns that would otherwise be impossible by using your landing gear.

If your aircraft is equipped with landing gear, press the Δ button to extend it.

Roll by pressing the RIGHT or LEFT directional button to point your landing gear toward the surface you want to bounce off.

Press the DOWN directional button to pull the nose of your aircraft up as your landing gear bounces along the surface. Be careful not to make violent contact, as you will take severe damage.



MAIN MENU

At the Title Screen, press the START button and the Main Menu will appear.

NEW GAME

Begin a new game.

First select the control method. You will then be asked to select the Game Mode. See P. 7.

LOAD GAME

Continue a saved game by loading the data from the memory card (8MB) (for PlayStation®2) inserted in MEMORY CARD slot 1.

Select the saved game you want to continue. You will then be asked to select the Game Mode. See P. 7.

OPTIONS MENU

You can change a variety of settings by using the OPTIONS Menu available in each Game Mode.

CONTROLLER SETTINGS

Select the control method and button configuration.

VIBRATION

Turn the vibration function ON/OFF.

SOUND SETTINGS

Set the type of sound output and volume.

GAME MODE SELECT SCREEN

Select the Game Mode at the Game Mode Select Screen.

**ADVENTURE MODE**

Search for the legendary Tower of Maximus and uncover its many mysteries. See P. 12.

**TARGET MODE**

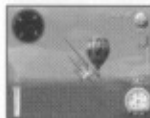
Destroy targets suspended in air while racing against time. See P. 16.

**SKY CANVAS MODE**

Draw in the air by releasing smoke from your aircraft. See P. 20.

**TRAINING MODE**

Try this when you first get started in order to learn the controls. See P. 24.

**FREE FLIGHT MODE**

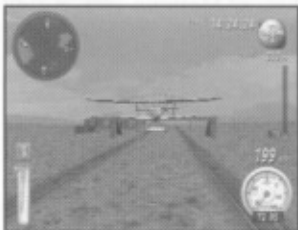
Select any map area that you have already cleared in Adventure Mode and enjoy a free flight. See P. 26.

**HANGAR**

Watch any replays you have recorded in the various game modes and view your inventory of items and aircraft. See P. 28.

GAME SCREEN

Different types of information are displayed on the Game Screen. Press the SELECT button to change your viewing angle.

**HEADS-UP DISPLAY**

The radar displays the area surrounding your aircraft. By pressing the **[R2]** button, you can change this display in the following order. [Blue: aircraft standard]; [Green: ground standard]; [OFF]

TIME ELAPSED/RECORD TIME/TIME LIMIT

While in flight, the time elapsed, record time (high score), and time limit may be displayed depending on the game mode being played. Press the **[R2]** button to toggle the display ON and OFF.

LANDING GEAR/THROTTLE

Shows the status of the landing gear and throttle (engine output). Press the **[R2]** button to toggle the display ON and OFF.

DAMAGE METER

Shows the amount of damage your aircraft has sustained. Press the **[R2]** button to toggle the display ON and OFF.

SEA LEVEL ALTIMETER

Shows the aircraft's altitude above sea level. Press the **[R2]** button to toggle the display ON and OFF.

GROUND LEVEL ALTIMETER

Shows the aircraft's altitude above ground level. Press the **[R2]** button to toggle the display ON and OFF.

AIRSPEED INDICATOR

Shows the aircraft's speed. Press the **[R2]** button to toggle the display ON and OFF.

FUEL GAUGE

Shows the fuel remaining in the aircraft. Press the **[R2]** button to toggle the display ON and OFF.



S E C T I O N
G A M E M O D E S

2

SKY ODYSSEY

ADVENTURE MODE**OBJECTIVE**

In Adventure Mode, your objective is to find the legendary Tower of Maximus after first completing a number of other challenging missions.

INTERMISSION

After selecting "Adventure" from the Game Mode Select Screen, an Intermission Menu will appear. This menu will also appear after each mission you complete in Adventure Mode.

**BEGIN MISSION**

Select and begin a mission. See P. 13.

CUSTOMIZE AIRCRAFT

Customize your current aircraft. See P. 34.

SELECT AIRCRAFT

Select the aircraft for your next mission.

Each aircraft has its own unique characteristics. Select one that is suitable for your next mission. Refer to page 34 for details about the various aircraft.

OPTIONS

Change various game settings. See P. 6.

SAVE

Save your current game data onto the memory card (8MB) (for PlayStation®2) inserted in MEMORY CARD slot 1.

The first time you save game data, you will need at least 246 KB of free space on your memory card (8MB) (for PlayStation®2).

EXIT

Return to the Game Mode Select Screen. See P. 7.

BEGIN MISSION

First, a full scale map will be displayed. Press the X button for a close-up view. Press the X button again to choose a mission.

BEGIN MISSION

Begin the selected mission.



Before the mission, you'll see a briefing which gives a summary of the mission. Take note of the topography and flight route as well as the objective and danger areas. To skip the briefing press the START button.

After the briefing is finished, the mission will begin.

CHECKPOINT RINGS

Explanation of Checkpoint Rings.

ACROBATIC POINTS

Explanation of Acrobatic Points.

BACKGROUND

Provides various information about Adventure Mode.

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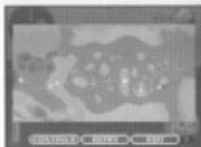
RULES

Each mission has a different final objective. Pay close attention to the briefing before each mission. To display a map of the immediate area during play, press the START button. The game will pause and a map showing the location of the Checkpoint Rings will be displayed. If you crash or fail to complete the mission before time runs out, your game will be over.



CHECKPOINT RINGS

There are two types of Checkpoint Rings: Yellow Rings and White Rings. For more details about Checkpoint Rings, refer to CHECKPOINT RINGS during game play. See P. 13.



ACROBATIC POINTS

By performing difficult maneuvers such as rolls, loops or low altitude flight during the mission, you will be awarded Acrobatic Points. For information about Acrobatic Points refer to ACROBATIC POINTS during game play. See P. 13.

MISSION COMPLETE

After you complete a mission, you'll see your overall grade as well as your Checkpoint Ring Ratio, Time Bonus, Damage Bonus and Acrobatic Points. The grades in order of best to worst are A+, A, B, C, and D. Scoring enough Acrobatic Points will give you a circle around your grade.



If your ranking is high enough, you'll be able to choose a new part for your aircraft. Press the RIGHT/LEFT directional buttons to select the type of part you want and the UP/DOWN directional buttons to select the



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GAME MODES

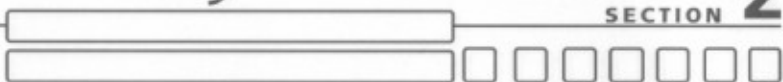
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parts. As each part is highlighted, your aircraft's specifications will change. Refer to the attributes and select the part that you want. You can equip your aircraft with the parts you have obtained by selecting CUSTOMIZE on the Intermission Menu. See P. 12.

After the mission evaluation, select either NEXT (proceed to the next mission), REPLAY (view a replay of the mission), or RETRY (play the same mission again). If you wish to save the replay, follow the instructions on the screen.

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GAME MODES



TARGET MODE

OBJECTIVE

In Target Mode, your objective is to fly through a determined number of targets and land before time runs out.

INTERMISSION

After selecting "Target" from the Game Mode Select Screen, an Intermission Menu will appear. This menu will also appear after each stage you complete in Target Mode.



BEGIN STAGE

Select and begin a stage. See P. 17.

CUSTOMIZE AIRCRAFT

Customize your current aircraft. See P. 34.

SELECT AIRCRAFT

Select the aircraft for your next adventure. Each aircraft has its own unique characteristics. Select one that is suitable for your next mission. Refer to page 34 for details about the various aircraft.

OPTIONS

Change the various game settings. See P. 6.

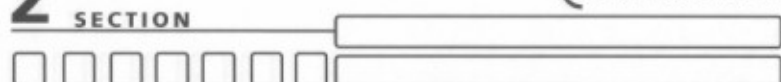
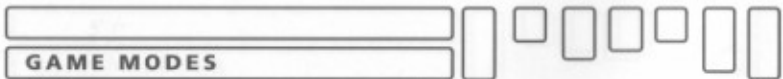
SAVE

Save your current game data onto the memory card (8MB) (for PlayStation®2) inserted in MEMORY CARD slot 1.

The first time you save game data, you will need at least 246 KB of free space on your memory card (8MB) (for PlayStation®2).

EXIT

Return to the Game Mode Select Screen. See P. 7.



BEGIN STAGE

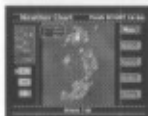
Depending on your performance in the last stage, you will be allowed to select different missions. Press the X button and the following menu will appear.

BEGIN STAGE

Begin the stage.



First you'll see a briefing that gives a summary of the stage. Take note of the topography and location of the targets. To skip the briefing, press the START button.



When the briefing is finished, the Weather Chart screen will appear. Advance the time until you have good flying weather. To change the Weather Chart display, select any of the icons on the right side of the screen. For more information about the Weather Map, refer to page 36 or select WEATHER from the Target Mode Start Menu.

To begin the mission, press the START button at the Weather Chart Screen.

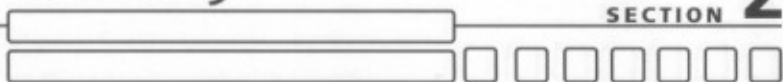
RULES

Displays the rules of Target Mode.

WEATHER

Displays information about the Weather Chart. Select the topic you want to learn about.



**STAGE RULES**

To complete the stage, you must fly through half of the targets and then land before time runs out. If you press the START button during the game, it will pause and a map of the entire stage showing the targets will appear. The target numbers of the targets that have not yet appeared on the radar will not be displayed.

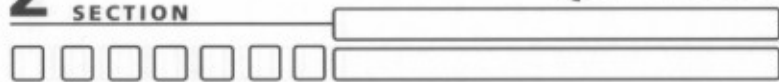
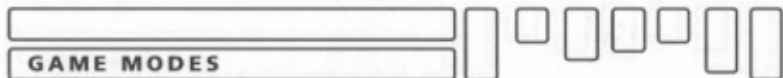
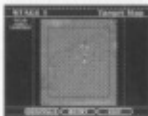
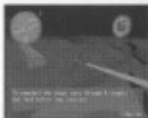
If you run out of time or destroy your aircraft, your game will be over.

TARGETS

There are two sets of numbered targets: a red set, and a blue set.

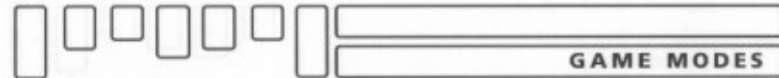
When flying through a target, the closer to the center of the target that you pass through, the more technical points you'll earn. To earn a high overall evaluation, destroy all like-colored targets in numerical order as quickly as you can and land at the like-colored landing strip.

The targets have no front or back. Your aircraft cannot be damaged by hitting a target.

**STAGE COMPLETE**

After you complete a stage, your time, technical points, the number of targets destroyed and landing area will be displayed. Based on your overall performance, you may receive a GOLD or SILVER medal. These medals can then be used to purchase items.

After the mission evaluation, select either NEXT (proceed to the next stage), REPLAY (view a replay of the stage), or RETRY (play the same stage again). If you wish to save the replay, follow the instructions on the screen.



SKY CANVAS MODE**OBJECTIVE**

In Sky Canvas Mode, you'll release smoke from your aircraft to draw designs in the sky.

INTERMISSION

After selecting "Sky Canvas" from the Game Mode Select Screen, an Intermission Menu will appear. This menu will also appear after you complete each stage in Sky Canvas Mode.

BEGIN STAGE

Select the stage you wish to play. See P. 21.

CUSTOMIZE AIRCRAFT

Customize your current aircraft. See P. 34.

SELECT AIRCRAFT

Select the aircraft for your next stage.

Each aircraft has its own unique characteristics. Select one that is suitable for your next stage. Refer to page 34 for details about the various aircraft.

OPTIONS

Change various settings. See P. 6.

SAVE

Save your current game data onto the memory card (8MB) (for PlayStation®2) inserted in MEMORY CARD slot 1.

The first time you save game data, you will need at least 246 KB of free space on your memory card (8MB) (for PlayStation®2).

EXIT

Return to the Game Mode Select Screen. See P. 7.

BEGIN STAGE

Displays a list of the Sky Canvas Mode stages. At first you can only select Stage No.01, but as you pass each stage, the next stage will be unlocked.

No.01—No.10

Begin the selected stage.

First, you'll see a briefing which gives a summary of the stage. Take note of the location of the numbered rings and the topography. To skip the briefing, press the START button.



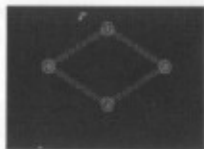
The stage will start after the briefing is finished.

RULES

Displays the rules of SKY CANVAS MODE.

STAGE RULES

To pass a stage, you have to draw the required figure and pass through the "FIN" Ring before time runs out. Press the O button to start the smoke and press it again to stop the smoke. If you run out of time or crash your aircraft, your game will be over.

**NUMBERED RINGS**

Fly through the numbered rings in numerical order to draw your picture.

**"FIN" RING**

Fly through this ring to clear the stage. It will appear when you have passed through all the numbered rings in the stage.



STAGE COMPLETE

After you complete a stage, your points and time are displayed. The points are based on how accurately the figure was drawn. The maximum score is 100 points.

After the mission evaluation, select either NEXT (proceed to the next stage), REPLAY (view a replay of the stage), or RETRY (play the same stage again). If you wish to save the replay, follow the instructions on the screen.



TRAINING MODE**OBJECTIVE**

In Training Mode you'll learn and practice various flying techniques. It's a good place for first-time players to learn the controls.

INTERMISSION

After selecting "Training" from the Game Mode Select Screen, an Intermission Menu will appear. This menu will also appear after you complete each training mission.

**BEGIN TRAINING**

Select a training mission and begin. See P. 25.

CUSTOMIZE AIRCRAFT

Customize your current aircraft. See P. 34.

OPTIONS

Change various settings. See P. 6.

SAVE

Save your current game data onto the memory card (8MB) (for PlayStation®2) inserted in MEMORY CARD slot 1.

The first time you save game data, you will need at least 246 KB of free space on your memory card (8MB) (for PlayStation®2).

EXIT

Return to the Game Mode Select Screen. See P. 7.

BEGIN TRAINING

A list of the training missions is displayed. Select the mission you want to attempt.

Training 1—Training 7

Begin the selected training mission.

SELECT AIRCRAFT

Select the aircraft for your next training mission. Each aircraft has its own unique characteristics. Select one that is suitable for your next mission. Refer to page 34 for details about the various aircraft.



After you select your aircraft, a briefing, summarizing the mission, will appear. Take note of the topography, flight path, objective and cautionary points. To skip the briefing, press the START button.

The training mission will start after the briefing is finished.

TRAINING MISSION COMPLETED

After the mission evaluation, select either NEXT (proceed to the next mission), REPLAY (view a replay of the mission), or RETRY (play the same mission again). If you wish to save the replay, follow the instructions on the screen.



FREE FLIGHT MODE**OBJECTIVE**

Free Flight allows you to fly where ever you like around the area of your choice.

INTERMISSION

After selecting "Free Flight" from the Game Mode Select Screen, an Intermission Menu will appear.

SELECT AREA

Select your Flight Area. See P.27.

CUSTOMIZE AIRCRAFT

Customize your current aircraft. See P. 34.

SELECT AIRCRAFT

Select the aircraft for your next flight.

Each aircraft has its own unique characteristics. Select one that is suitable for your next flight. Refer to page 34 for details about the various aircraft.

OPTIONS

Change various settings. See P. 6.

SAVE

Save your current game data onto the memory card (8MB) (for PlayStation®2) inserted in MEMORY CARD slot 1.

The first time you save game data, you will need at least 246 KB of free space on your memory card (8MB) (for PlayStation®2).

EXIT

Return to the Game Mode Select Screen. See P. 7.

**AREA SELECT**

Select from among the map areas you have already cleared in Adventure Mode with the directional buttons and press the X button.

BEGIN FLIGHT

Confirm flight settings and begin Free Flight.

After you select either limited or unlimited fuel and choose music (if you have the radio), the Weather Chart will be displayed. Advance the time until you have good flying weather. To change the Weather Chart display, select any of the icons on the right side of the screen. For more information about the Weather Chart, refer to page 36 or select WEATHER from the AREA SELECT Menu.

To start the stage, press the START button at the Weather Chart Screen.

RULES

Displays the rules of Free Flight Mode.

WEATHER

Displays information about the Weather Chart. Select the topic you want to learn about.

ENDING FREE FLIGHT

If you run out of fuel or crash your aircraft, your game will be over. To quit Free Flight while playing, press the START button to pause the game and then EXIT from the menu on the screen. If you want to save the replay, follow the instructions on the screen.

HANGAR

Watch any replays you recorded in the various game modes and view your inventory of items and aircraft.

**VIEW REPLAY**

Watch any of the replays you recorded in the various game modes. Select the file you want to replay. The replay data's name contains an abbreviation of the game mode from which it was recorded.



ADV ADVENTURE MODE
TGT TARGET MODE
SCV SKY CANVAS MODE
TRA TRAINING MODE
FRE FREE FLIGHT

You can stop the replay by pressing the START button.

AIRCRAFT

Shows the aircraft you currently own.

ITEMS

Shows the items you currently own.

Items are divided into Custom Parts and Other Items. Press UP/DOWN/RIGHT/LEFT on the directional buttons to learn about the various items.

SPECIAL GRAPHICS

By achieving various goals in the game, you can collect Special Graphics. View these graphics here.

EXIT

Return to the Game Mode Select Screen. See P. 7.



LANDING
1000000
CROSSING THE
MARCH 31, 1984



S E C T I O N

APPENDIX

3



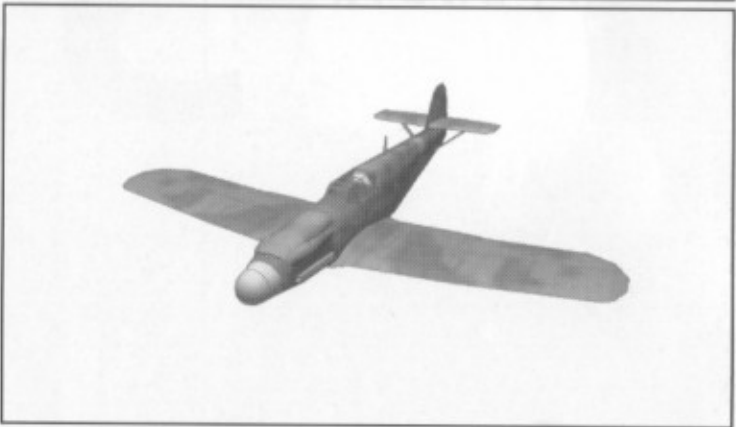
SKY ODYSSEY

AIRCRAFT IN THE GAME

SWORDFISH MK. 1 CUSTOM



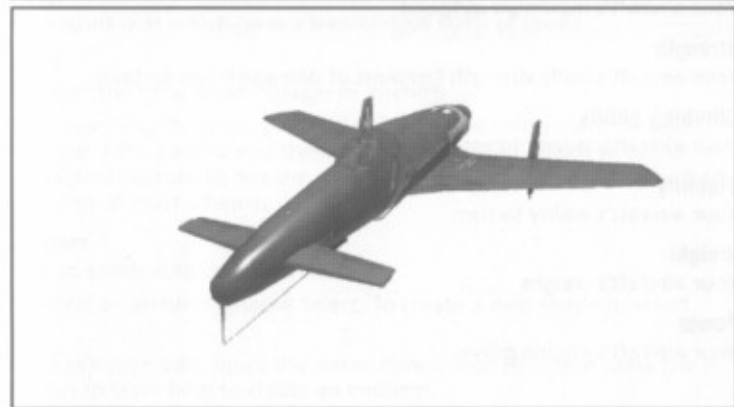
BF-109 CUSTOM



PULSE JET 'TEST TYPE'



SHINDEN-KAI



CUSTOMIZATION**CUSTOMIZE SCREEN**

Customize your current aircraft with the parts you acquired during Adventure Mode.

You can also paint your aircraft and add and design emblems.

On the Customize Screen, your aircraft is displayed in the center with its specifications (detailed information) to the right.

Scroll through the various menus with the directional buttons and customize your aircraft.

**AIRCRAFT SPECIFICATIONS**

The Airplane Specifications give the aircraft's performance rating in graphical and numerical form.

Speed

Your aircraft's maximum airspeed

Strength

Your aircraft's body strength (amount of damage it can sustain)

Climbing ability

Your aircraft's power to ascend

Stability

Your aircraft's ability to turn

Weight

Your aircraft's weight

Power

Your aircraft's engine power

CUSTOM ITEMS

The customizable items are as follows:

Wing

Primarily affects Lifting Power

Tail Wing

Primarily affects Turning Ability

Engine

Primarily influences Engine Output and Speed

Propeller

Primarily influences Turning Power

Canopy

Primarily influences Speed

Fuselage

Primarily influences Strength and Weight

Boost

An aircraft part which gives a tremendous burst of speed

Paint

Changes the color and/or design of aircraft.

After selecting the pattern, you can change the colors point by point. First select the palette and then adjust the [R][G][B] graph with the directional buttons to mix the color you want. Select Reset to return to the original color scheme.

Emblem

Add an emblem to your aircraft.

To select an emblem, choose Select. To create a new emblem, select Edit.

After selecting Edit, move the arrow cursor onto HELP and press the X button to learn how to create an emblem.

WEATHER CIRCULATION SYSTEM

The Weather Circulation System simulates the Earth's weather in the game. In Target Mode and Free Flight, the weather changes as game time passes. Before a Target Mode stage or Free Flight, the Weather Chart appears on the screen. Check the various weather topics to find out if you have suitable flying weather.

WEATHER CHART DISPLAY

Before a Target Mode stage or Free Flight, the Weather Chart appears on the screen.

Check the various weather topics to find out if you have suitable flying weather.

Weather

Shows the weather in each area.

Wind

Shows the wind direction and strength (Wind strength is displayed from weak to strong in the following order: Green; Yellow; Red.)

Temp.

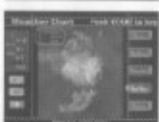
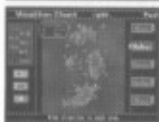
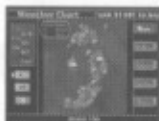
Shows the temperature in each area.

Cover

Shows the current cloud conditions.

Pressure

Shows the atmospheric pressure in each area.



BASIC WEATHER INFORMATION

The weather affects flying conditions in a number of ways.

LOW PRESSURE AND HIGH PRESSURE

Atmospheric pressure refers to the force exerted by the air on objects below. The air in high pressure areas pushes air in low pressure areas and causes wind. High pressure areas also tend to have better weather while low pressure areas tend to be cloudy and rainy.

FRONT

When warm air and cold air collide, they form a "front." Depending upon how they collide, they may become warm fronts, cold fronts or stationary fronts. Clouds, as well as updrafts, are commonly formed in the vicinity of "fronts."

LOCAL WIND

Local winds are formed by a variety of forces including atmospheric pressure, temperature and the topography of the area. Be careful when flying in an area with local winds, as you may be blown in unexpected directions.