

PC CD-rom

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NTSC U/C

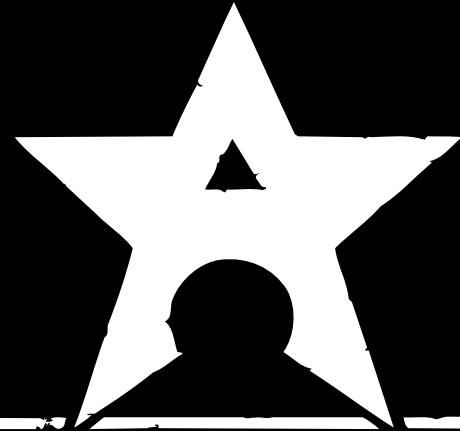
The main cover art features a large, stylized character with a red turban and a white shirt with gold trim, making a double peace sign gesture. The character is positioned behind a large, five-pointed star that is engulfed in flames. In the background, there are silhouettes of a crowd of people. The overall color scheme is dominated by orange, yellow, and black, suggesting a theme of chaos or emergency.

STATE OF EMERGENCY



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STATE OF EMERGENCY

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GETTING STARTED

INSTALLING THE GAME

AFTER INSERTING THE CD INTO THE DRIVE, THE INSTALLATION OF STATE OF EMERGENCY WILL START AUTOMATICALLY AND YOU WILL BE PRESENTED WITH A SCREEN ASKING YOU IF YOU WANT TO INSTALL THE GAME (THE PLAY OPTION WILL BE DISABLED AT THIS TIME, THE EXIT OPTION WILL GET RID OF THIS SCREEN).

1. CLICK INSTALL.
2. CHOOSE THE LANGUAGE YOU WANT THE GAME TO BE DISPLAYED IN.
3. CLICK NEXT TO CONTINUE WITH THE DEFAULT INSTALLATION TYPE (CHANGE THE OPTIONS IF YOU KNOW BETTER) AND THEN SIT BACK WHILE THE GAME INSTALLS.
4. LEAVE THE 'VIEW README FILE' TICKBOX CHECKED IF YOU WANT TO READ THE LATEST UPDATES CONTAINED WITHIN THE GAME'S 'README' FILE.
5. CHECK THE 'START STATE OF EMERGENCY' TICK BOX IF YOU WANT THE GAME TO RUN WHEN YOU CLICK THE FINISH BUTTON.
6. CLICK FINISH FOR THE README FILE TO BE DISPLAYED AND THE GAME TO START RUNNING

NOTE: IF THE AUTORUN FUNCTION ON YOUR CD-ROM DRIVE IS NOT ENABLED, YOU CAN START THE INSTALLATION PROCESS BY DOUBLE-CLICKING ON THE AUTORUN.EXE PROGRAM FOUND ON THE STATE OF EMERGENCY CD.

STARTING THE GAME

WITH THE STATE OF EMERGENCY CD ALREADY IN THE DRIVE EITHER START THE GAME BY CLICKING ON START MENU AND THEN ON PROGRAMS > GATHERING > STATE OF EMERGENCY > STATE OF EMERGENCY OR BY SIMPLY INSERTING THE CD IN THE DRIVE AND CLICKING ON THE PLAY OPTION SHOWN ON THE FIRST MENU DISPLAYED.

UNINSTALLING THE GAME

WITH THE STATE OF EMERGENCY CD ALREADY IN THE DRIVE EITHER UNINSTALL THE GAME BY CLICKING ON START MENU AND THEN ON PROGRAMS > GATHERING > STATE OF EMERGENCY > UNINSTALL OR BY SIMPLY INSERTING THE CD IN THE DRIVE AND CLICKING ON THE UNINSTALL OPTION SHOWN ON THE FIRST MENU DISPLAYED.

THE OFFICIAL STORY OF THE CORPORATION'S RISE TO POWER

2010: WE ACCEPTED THAT THE ONLY WAY THE GLOBAL ECONOMY COULD SUCCESSFULLY SUSTAIN GROWTH THROUGH A PERIOD OF ENVIRONMENTAL DETERIORATION WAS TO GIVE MORE POWER TO BIG BUSINESS.

2015: IT WAS LEARNED THAT THERE WAS NO LONGER A NEED FOR ELECTIONS AND THAT FOR YEARS THE DEMOCRATIC PROCESS HAD GIVEN US ONLY A WEAK GOVERNMENT.

2019: THE MEDIA WAS NATIONALIZED TO ENSURE THAT PRODUCTIVITY AND HAPPINESS WERE PROMOTED BY APPROPRIATE REPORTING OF EVENTS.

2023: OPPOSITION TO AUTHORITY WAS LIQUIDATED PERMANENTLY, AND THE CORPORATION TOOK COMPLETE CONTROL. THIS PERIOD SAW SUSTAINED GROWTH OF OUR ECONOMY. THE PEOPLE WERE HAPPY AND THEY KNEW IT. BUSINESS FLOURISHED, AND DESPITE MANY ENVIRONMENTAL PROBLEMS, OUR ECONOMY GREW THREEFOLD.

2029: AN ATTEMPT BY WORK SHY NON-BELIEVERS TO REBEL WAS CRUSHED BY THE SECURITY FORCES. THE PEOPLE REJOICED, FOR THEY KNEW THEY WERE BEING TAKEN CARE OF BETTER THAN THEY COULD TAKE CARE OF THEMSELVES.

NOW, IN 2035: MORE WEAK AND IGNORANT LOWLIFES ARE ATTEMPTING TO CHALLENGE THE AUTHORITY OF THE CORPORATION. A STATE OF EMERGENCY HAS BEEN DECLARED AND THEY WILL LEARN THE ERROR OF THEIR WAYS. THEY MUST NOT BE ALLOWED TO STAND IN THE WAY OF PROGRESS.

INTRODUCTION

THE CORPORATION IS CLAMPING DOWN ON ORGANIZED RESISTANCE AND RESTRICTING MOVEMENT ACROSS THE CITY TO COUNTER THE SPREAD OF REVOLT. 0

IT IS UP TO YOU TO ATTACK THE CORPORATION AND ITS MINIONS, TO ULTIMATELY DESTABILIZE AND DESTROY THEM.

BEGINNING IN THE CAPITOL CITY MALL, YOU PLAY ONE OF FIVE CIVILIANS CAUGHT IN THE MIDDLE OF THE RIOT. APPROACHED BY A FREEDOM FIGHTER FROM THE UNDERGROUND RESISTANCE MOVEMENT, FREEDOM, YOU DECIDE TO JOIN THIS ORGANIZED RESISTANCE AND USING WHATEVER WEAPONS YOU CAN FIND, FIGHT BACK AGAINST THE CORPORATION SECURITY FORCES. ONLY BY MASTERING BOTH HAND-TO-HAND COMBAT AND MORE LETHAL WEAPONRY WILL YOU SUCCEED IN OVERTHROWING THE CORPORATION AND RESTORING DEMOCRACY.

CHOOSE TO PLAY THROUGH 118 MISSIONS SET ACROSS FOUR AREAS OF THE CITY IN THE REVOLUTION MODE, OR PLAY CHAOS MODE WHERE THE AIM IS TO SCORE POINTS AND THE BEST WAY TO SCORE IS TO SMASH, DESTROY AND KILL.

SUCCESS IN THESE MODES UNLOCKS NEW LEVELS, PLAYABLE CHARACTERS AND GAME MODES.

YOU CAN ALSO CHALLENGE YOUR FRIENDS OR PLAY CO-OPERATIVELY IN STATE OF EMERGENCY'S UNIQUE MULTIPLAYER MODES (ADDITIONAL GAME CONTROLLERS REQUIRED).

MAIN MENU: GAME SELECT MODE

AFTER THE INTRODUCTORY SEQUENCE YOU WILL BE PRESENTED WITH THE MAIN MENU.

NAVIGATE AROUND THE MENUS USING THE MOUSE OR THE CURSOR KEYS, USING ENTER TO SELECT, AND ESC TO DESELECT AND CANCEL (OR RIGHT CURSOR KEY TO SELECT AND LEFT CURSOR KEY TO DESELECT). SELECT A GAME MODE FROM THIS MENU. THERE ARE FIVE MAIN GAME MODES TO CHOOSE FROM: CHAOS, REVOLUTION, MULTIPLAYER, HIGH SCORES AND OPTIONS. EACH OF THESE GAME MODES IS DESCRIBED IN MORE DETAIL LATER ON IN THIS MANUAL.

QUICK START

TO GET STRAIGHT INTO THE ACTION, PRESS ENTER TO SELECT THE CHAOS MODE, THEN ENTER A NAME, CHOOSE A CHARACTER AND A LEVEL THEN SELECT THE KAOS OPTION. THE GAME WILL THEN START.

THE AIM OF KAOS MODE IS TO SCORE POINTS BY FIGHTING AND KILLING CORPORATION SECURITY FORCES AND GANGS AND DAMAGING AND DESTROYING BUILDINGS AND CARS.



BASIC CONTROLS

PAUSE / OPTIONS

DURING GAMEPLAY YOU CAN PAUSE THE ACTION BY PUSHING ENTER, AND DISPLAY YOUR GAME STATS AND CURRENT OBJECTIVE, IF ANY.

YOU MAY ALSO ACCESS THE OPTIONS MENU, DURING GAMEPLAY, BY PUSHING ESC, WHICH WILL ALLOW YOU TO CHANGE THE AUDIO AND GORE OPTIONS, LOAD/SAVE A GAME OR QUIT TO THE MAIN MENU.

MOVEMENT

WALK, RUN: MOVE YOUR CHARACTER AROUND USING THE W, A, S AND D KEYS.

DASH: YOU CAN ALSO SPRINT AROUND FOR SHORT PERIODS BY PUSHING SPACE WHILE RUNNING.

CAMERA CONTROL

PAN CAMERA: PAN THE CAMERA AROUND YOUR CHARACTER WITH THE MOUSE.

CENTER CAMERA: CENTER THE CAMERA BEHIND YOUR CHARACTER BY PUSHING SHIFT.

PICK UP/DROP/THROW

PICK UP: POSITION YOUR CHARACTER NEXT TO A WEAPON OR OBJECT. A COLORED CIRCLE WILL APPEAR IF IT CAN BE PICKED UP. THEN PUSH MOUSE BUTTON 3 TO PICK IT UP.

DISCARD: WHEN CARRYING A WEAPON OR OBJECT PUSH MOUSE BUTTON 3 TO DROP IT. YOU WILL AUTOMATICALLY DISCARD WEAPONS WHEN THEY ARE OUT OF AMMUNITION.

THROW: ALL CARRIED OBJECTS CAN BE THROWN, AS CAN LOBBED WEAPONS (MOLOTOV COCKTAILS AND GRENADES). WHEN CARRYING AN OBJECT OR LOBBED WEAPON, PUSH MOUSE BUTTON 1 TO THROW.

HAND TO HAND COMBAT

PUNCH: PUSH MOUSE BUTTON 1 WHILE UNARMED TO PUNCH. PUSH MOUSE BUTTON 1 REPEATEDLY TO PERFORM A FOUR PUNCH COMBO.

KICK: PUSH MOUSE BUTTON 2 TO KICK. PUSH MOUSE BUTTON 2 REPEATEDLY TO PERFORM A FOUR KICK COMBO. YOU CAN ALSO PERFORM KICK ATTACKS WHILE HOLDING WEAPONS AND GUNS.

QUICK COMBOS: WHILE UNARMED PUSH MOUSE BUTTON 1 TWICE, THEN MOUSE BUTTON 2 FOR QUICK COMBO A. WHILE UNARMED PUSH MOUSE BUTTON 2 TWICE, THEN MOUSE BUTTON 1 FOR QUICK COMBO B.

BACK ATTACK: WHILE UNARMED, PUSH MOUSE BUTTON 1 OR 2 AND PUSH THE MOVEMENT KEY IN THE OPPOSITE DIRECTION TO THE WAY YOUR CHARACTER IS FACING TO PERFORM A BACK ATTACK.

ATTACK PRONE ENEMY: YOU CAN ATTACK ENEMIES WHEN THEY ARE KNOCKED DOWN, PRONE ON THE GROUND. POSITION YOURSELF OVER THEM THEN PUSH MOUSE BUTTON 1 TO PUNCH DOWN ON THEM OR MOUSE BUTTON 2 TO STAMP ON THEM.

360 ATTACK: WHILE UNARMED, PUSH E TO PERFORM THE 360 ATTACK. THIS WILL KNOCK BACK ALL ENEMIES AROUND YOU, BUT BARELY DAMAGES THEM.

GRAB ATTACK: WHILE UNARMED PUSH MOUSE BUTTON 1 AND MOUSE BUTTON 2 AND PUSH THE MOVEMENT KEY TOWARDS AN OPPONENT TO GRAB THEM, THEN REPEATEDLY PUSH MOUSE BUTTON 1 FOR GRAB ATTACK A OR MOUSE BUTTON 2 FOR GRAB ATTACK B.

DASH TACKLE: WHILE UNARMED AND DASHING (PUSH SPACE) PUSH MOUSE BUTTON 2 TO PERFORM A DASH TACKLE. THIS WILL KNOCK OPPONENTS DOWN AND DISARM THEM.

QUICK RECOVERY: WHEN KNOCKED DOWN, PUSH MOUSE BUTTON 1 REPEATEDLY TO GET TO YOUR FEET QUICKLY.

RECOVERY ATTACK: WHEN KNOCKED DOWN, AND AN OPPONENT IS NEAR, PUSH MOUSE BUTTON 2 REPEATEDLY TO PERFORM A RECOVERY ATTACK AND GET TO YOUR FEET QUICKLY WHILE ATTACKING YOUR OPPONENT.

SHAKE FREE: WHEN AN OPPONENT HAS GRABBED YOU, PUSH MOUSE BUTTON 1 OR MOUSE BUTTON 2 REPEATEDLY TO SHAKE FREE.

HANDHELD WEAPON COMBAT

SWIPE: PUSH MOUSE BUTTON 1 WHILE HOLDING A HANDHELD WEAPON TO SWIPE. PUSH MOUSE BUTTON 1 REPEATEDLY TO PERFORM SWIPE COMBOS. YOU CAN PERFORM KICK/SWIPE COMBOS BY REPEATEDLY PUSHING MOUSE BUTTON 2 WHILE HOLDING A HANDHELD WEAPON. YOU CAN ALSO SWIPE DOWN ON KNOCKED DOWN OPPONENTS BY PUSHING MOUSE BUTTON 1 WHEN STANDING OVER A PRONE ENEMY.

TWO HANDED OBJECT COMBAT

YOU CAN PICK UP MANY STREET FURNITURE OBJECTS IN STATE OF EMERGENCY AND USE THESE AS WEAPONS. THEY CAN BE THROWN BY PUSHING MOUSE BUTTON 1; USED TO ATTACK OPPONENTS BY PUSHING MOUSE BUTTON 2; AND ALSO SMASHED DOWN ON KNOCKED DOWN OPPONENTS BY PUSHING MOUSE BUTTON 1 WHEN STANDING OVER A PRONE ENEMY.

GUN COMBAT

FIRING: WHILE HOLDING A GUN PUSH MOUSE BUTTON 1 TO FIRE A SINGLE SHOT OR BURST IF AN AUTOMATIC WEAPON, AND HOLD MOUSE BUTTON 1 TO KEEP FIRING. DIFFERENT GUNS HAVE DIFFERENT RANGES, WHILST SOME SUCH AS THE TAZER ARE ONLY EFFECTIVE AT CLOSE RANGE.

STAND AND SHOOT: IF YOU HOLD DOWN MOUSE BUTTON 1 WHILE STANDING STILL THEN YOU WILL STAND AND SHOOT AND CAN NOW PIVOT ON THE SPOT BY PUSHING THE MOVEMENT KEYS TO SHOOT ALL AROUND YOUR CHARACTER. TO START MOVING AGAIN RELEASE MOUSE BUTTON 1 AND PUSH THE MOVEMENT KEYS.

RUN AND SHOOT: IF WHILE RUNNING AND HOLDING A GUN, YOU PUSH MOUSE BUTTON 1 YOU WILL RUN AND SHOOT, AND CAN FIRE A GUN WHILE STILL MOVING. TO SWITCH TO STAND AND SHOOT, SIMPLY RELEASE THE MOVEMENT KEYS TO STAND STILL.

PRECISION AIMING: TO AIM MORE PRECISELY PUSH AND HOLD C WHEN HOLDING A GUN. THE CAMERA WILL ZOOM IN ON YOUR CHARACTER AND YOU CAN NOW PIVOT SLOWLY AND AIM PRECISELY USING THE MOVEMENT KEYS.

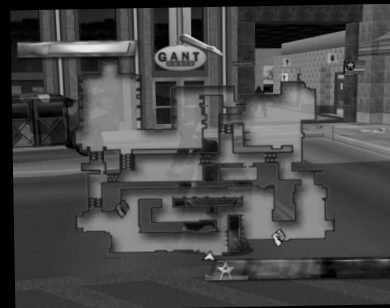
STRAFFING: YOU CAN STRAFE WHILE HOLDING A GUN BY PUSHING SHIFT. THE CAMERA WILL LOCK BEHIND YOU AND YOU CAN NOW MOVE LEFT/RIGHT FORWARD/BACK WITH THE MOVEMENT KEYS WITHOUT TURNING. PUSHING MOUSE BUTTON 1 WILL FIRE YOUR WEAPON.

STRAFE PIVOT: WHILE YOU ARE STRAFING YOU CAN STILL TURN YOUR CHARACTER BY USING STRAFE PIVOT. WHILE HOLDING THE STRAFE BUTTON (SHIFT KEY); MOVE THE MOUSE LEFT OR RIGHT TO PIVOT.

SHOOTING PRONE OPPONENTS: YOU CAN SHOOT DOWNWARDS AT KNOCKED DOWN OPPONENTS BY POSITIONING YOUR CHARACTER OVER THE PRONE ENEMY AND PUSHING MOUSE BUTTON 1.

TOGGLE MAP

YOU CAN TOGGLE THE IN-GAME MAP ON AND OFF BY PUSHING F. YOUR CHARACTER IS SHOWN AS A YELLOW ARROW POINTING IN THE DIRECTION YOU ARE FACING ON THIS MAP, WHILE OPPONENTS ARE SHOWN AS RED DOTS. THE MAP IS NOT AVAILABLE IN MULTIPLAYER MODES.





CHAOS MODE

CHAOS MODE IS A FAST AND FURIOUS MODE OF PLAY, WHERE THERE ARE NO MISSIONS TO COMPLETE, AND THE PRIMARY OBJECTIVE IS TO SCORE POINTS. YOU ARE AWARDED POINTS FOR:

- KILLING CORPORATION FORCES AND GANG MEMBERS.
- DESTROYING PROPERTY: BUILDINGS, CARS AND STREET FURNITURE.
- SUCCESSFULLY COMPLETING OBJECTIVES.

YOU CANNOT SAVE A GAME MIDWAY THROUGH IN CHAOS MODE. IF YOU QUIT THEN THE GAME IS OVER. YOU CAN LOAD AND SAVE YOUR OPTIONS CONFIGURATION AND ANY NEW MODES OF PLAY YOU HAVE UNLOCKED BY CHOOSING LOAD OR SAVE FROM OPTIONS. IF YOU MANAGE TO ACHIEVE A HIGH SCORE IN ANY OF THE CHAOS MODES THEN YOU GET THE CHANCE TO ENTER YOUR NAME AND HAVE IT ADDED TO THE HIGH SCORE TABLES. ACHIEVING TARGET SCORES IN EACH OF THE CHAOS MODES UNLOCKS NEW LEVELS, AND GAME MODES.

KAOS

IN KAOS MODE, A COUNTDOWN TIMER IS CONSTANTLY RUNNING AND MUST BE TOPPED UP BY COMPLETING STAGES AND COLLECTING TIME PICKUPS. IF THIS TIME RUNS OUT, OR YOUR HEALTH REACHES ZERO THE GAME WILL END, YOUR FINAL SCORE WILL BE CALCULATED, AND YOU WILL HAVE THE OPPORTUNITY TO ENTER YOUR NAME ON THE HIGH SCORE TABLE, IF YOUR SCORE IS GOOD ENOUGH.

TIME PICKUP

THESE GOLDEN TOKENS APPEAR THROUGHOUT THE MAP AND ARE SPAWNED FROM KILLED OPPONENTS. YOU CAN PICK THEM UP SIMPLY BY RUNNING INTO THEM AND THE AMOUNT OF TIME AWARDED IS INDICATED WHEN YOU DO SO.

HEALTH PICKUPS

THESE GREEN AND WHITE TOKENS APPEAR THROUGHOUT THE MAP AND ARE SPAWNED FROM KILLED OPPONENTS. YOU MUST KEEP YOUR HEALTH TOPPED UP TO CONTINUE PLAYING THE KAOS MODE GAMES.

AS WELL AS A SCORE BONUS, YOU WILL ALSO BE REWARDED WITH A 50% HEALTH BOOST FOR SUCCESSFULLY COMPLETING AN OBJECTIVE.

THREATS

THROUGHOUT KAOS MODE, THREATS APPEAR IN THE MAP. THESE CONSIST OF ONE OR MORE OPPONENTS WHOSE OBJECTIVE IS TO HUNT YOU DOWN AND KILL YOU. THREAT CHARACTERS ARE INDICATED IN-GAME BY A RED SKULL AND CROSSBONES SYMBOL ABOVE THEIR HEAD.

TOGGLE MAP

YOU CAN TOGGLE THE IN-GAME MAP ON AND OFF BY PUSHING F. YOUR CHARACTER IS SHOWN AS A YELLOW ARROW POINTING IN THE DIRECTION YOU ARE FACING ON THIS MAP, WHILE OPPONENTS ARE SHOWN AS RED DOTS. THE MAP IS NOT AVAILABLE IN MULTIPLAYER MODES.

SCORE MULTIPLIERS

AT CERTAIN POINTS IN KAOS MODE, A SCORE MULTIPLIER WILL BE ACTIVE FOR A SHORT WHILE. THIS APPEARS ON THE GAME DISPLAY BELOW YOUR SCORE AND INDICATES THAT THE ITEM NAMED IS WORTH ITS NORMAL SCORE MULTIPLIED BY THE BONUS VALUE INDICATED WHILE IT IS DISPLAYED. FOR EXAMPLE IF CARS X3 APPEARS ON THE DISPLAY, THEN YOU SHOULD SWITCH YOUR ATTENTION TO DESTROYING VEHICLES AS EVERY ONE DESTROYED WILL BE WORTH THEIR NORMAL SCORE MULTIPLIED BY THREE.

CIVILIAN PENALTIES

AT CERTAIN POINTS IN KAOS MODE, THE WARNING CIVILIAN PENALTY APPEARS ON THE GAME DISPLAY. WHEN THIS IS ACTIVE, YOU ARE PENALIZED POINTS FOR EVERY CIVILIAN YOU KILL.

STAGES

EACH KAOS MODE LEVEL IS DIVIDED INTO STAGES. IN ORDER TO MOVE UP STAGES IN KAOS MODE, YOU MUST ACHIEVE A CERTAIN TARGET SCORE, WHICH IS INDICATED ON THE GAME DISPLAY. WHEN YOU REACH A NEW STAGE A MESSAGE APPEARS BRIEFLY ON THE SCREEN INFORMING YOU OF THIS AND YOU ARE REWARDED WITH A BONUS AMOUNT OF TIME AND HEALTH. BE AWARE THOUGH THAT THE OPPONENTS YOU FACE GET TOUGHER THE FURTHER YOU GET.

COMPLETING KAOS MODE LEVELS

EACH KAOS MODE LEVEL HAS A LEVEL TARGET SCORE THAT MUST BE ACHIEVED TO COMPLETE IT. ALTHOUGH THE GAME WILL CONTINUE BEYOND THIS POINT AND MUCH HIGHER SCORES CAN BE ACHIEVED, REACHING THE LEVEL GOAL WILL UNLOCK THE NEXT LEVEL IN CHAOS MODE.

FIXED TIME GAMES

FIXED TIME GAMES PLAY EXACTLY LIKE KAOS MODE GAMES, EXCEPT THERE ARE NO TIME PICKUPS IN THE LEVELS, AND YOU PLAY FOR A FIXED TIME ONLY- EITHER 3 MINUTES OR 5 MINUTES. THERE ARE NO OBJECTIVES IN TIMED GAMES. ACHIEVING LEVEL GOALS IN FIXED TIME GAMES UNLOCKS NEW MODES OF CHAOS PLAY.

UNLIMITED TIME

THIS MODE IS NOT AVAILABLE FROM THE START AND MUST BE UNLOCKED FOR ALL LEVELS BY COMPLETING EVERY LEVEL IN THE KAOS MODE. UNLIMITED TIME PLAYS EXACTLY LIKE KAOS MODE, EXCEPT THERE IS NO TIMER OR TIME PICKUPS, YOU CAN PLAY FOR AS LONG AS YOUR HEALTH HOLDS OUT. UNLIMITED TIME HAS A HIGHER LEVEL OF DIFFICULTY THAN THE PREVIOUS MODES.

LAST CLONE STANDING

THE CORPORATION HAS CREATED CLONES OF THEIR GENETICALLY MODIFIED ENFORCERS, AND RELEASED THEM INTO THE STREETS OF CAPITOL CITY. THESE CREATURES ARE HALF-MAN, HALF-ROBOT BUT 100% EVIL. THE CITIZENS OF CAPITOL CITY HAVE LOCKED THEMSELVES INDOORS AS PROTECTION AGAINST THE HUNDREDS OF CLONES THAT HAVE TAKEN OVER THE STREETS. LUCKILY THESE HORRIFIC MUTATIONS ARE NOT YET ARMED, SO NOW IS THE TIME FOR ACTION.

THIS MODE IS NOT AVAILABLE FROM THE START AND MUST BE UNLOCKED FOR EACH LEVEL BY ACHIEVING LEVEL GOAL SCORES IN TIMED GAMES FOR THAT LEVEL. IN THIS UNIQUE GAME, YOU MUST TRY AND KILL ALL OF THE CLONES IN THE LEVEL IN THE FASTEST TIME POSSIBLE. THE TIMER ON THE GAME DISPLAY COUNTS UP FROM ZERO, WHILE A SEPARATE COUNTER INDICATES THE NUMBER OF OPPONENTS REMAINING. WHEN YOU HAVE ONLY TEN OPPONENTS REMAINING, A RADAR WILL APPEAR ON THE GAME DISPLAY TO HELP YOU FIND THE LAST FEW. THIS RADAR WILL BECOME 'HOTTER' (I.E. RED AND FLASHING) THE CLOSER YOU ARE TO AN OPPONENT. THE GAME ENDS WHEN YOU KILL THE LAST OPPONENT AND IF YOU HAVE ACHIEVED A FAST TIME, YOU HAVE THE OPPORTUNITY TO ENTER YOUR NAME ON THE LAST CLONE STANDING HIGH SCORE TABLE.

TIMED LAST CLONE STANDING

THIS MODE IS NOT AVAILABLE FROM THE START AND IS UNLOCKED FOR EACH LEVEL BY ACHIEVING LEVEL GOAL SCORES IN TIMED GAMES FOR THAT LEVEL. IN THIS VERSION OF LAST CLONE STANDING YOU MUST KILL 200 OTHER CHARACTERS WITHIN 3 MINUTES. THE GAME ENDS WHEN YOUR TIME RUNS OUT, OR IF YOU MANAGE TO KILL EVERYONE, IN WHICH CASE ANY REMAINING TIME WILL BE ADDED TO YOUR SCORE. IF YOU HAVE ACHIEVED A GOOD SCORE YOU HAVE THE OPPORTUNITY TO ENTER YOUR NAME ON THE TIMED LAST CLONE HIGH SCORE TABLE.

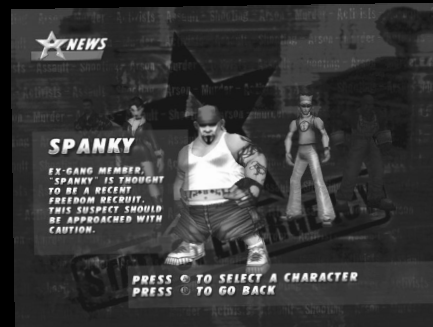
STRATEGIES FOR KAOS MODE

- KEEP MOVING!
- LEARN WHEN TO FIGHT, AND WHEN TO RUN!
- YOU SCORE MORE POINTS AND ARE REWARDED WITH MORE HEALTH AND TIME PICK-UPS FOR KILLING OPPONENTS WHEN UNARMED, THAN WHEN USING A GUN.
- TRY USING HAND-TO-HAND COMBAT EARLY ON, WHEN THERE ARE LESS WELL-ARMED OPPONENTS TO FIGHT AGAINST.
- MASTERING STRAFE WILL GREATLY IMPROVE YOUR GUN SKILLS.
- YOU ARE ALSO AWARDED SCORE BONUSES FOR PERFORMING QUICK COMBOS AND GRAB ATTACKS.
- KEEP YOUR EYE OUT FOR SCORE MULTIPLIERS, IF YOU CAN TAKE ADVANTAGE OF THEM, YOU CAN GREATLY BOOST YOUR SCORE.
- COMPLETING OBJECTIVES AWARDS YOU WITH BIG SCORES, AND 50% HEALTH.
- LEARN WHERE DIFFERENT TYPES OF WEAPON, HEALTH AND TIME PICKUPS FREQUENTLY APPEAR, AND THE QUICKEST ROUTES BETWEEN THEM.
- LEARN HOW TO QUICKLY AIM AND SHOOT THE GRENADE LAUNCHER AND THE ROCKET LAUNCHER TO MAXIMIZE FAST SCORING. WATCH OUT FOR CIVILIAN PENALTIES THOUGH!



REVOLUTION

REVOLUTION MODE FEATURES UNIQUE MISSIONS SPREAD OVER FOUR LEVELS. AS YOU COMPLETE MISSIONS, YOU WILL UNLOCK NEW ONES, WHILE COMPLETING ALL THE MISSIONS IN A LEVEL WILL UNLOCK NEW LEVELS AND PLAYABLE CHARACTERS.



STARTING OR CONTINUING A REVOLUTION GAME

SELECT A NAME FROM THE LIST OF SAVED GAMES OR CHOOSE AN EMPTY SLOT AND ENTER A NEW NAME TO BEGIN A NEW GAME. STATE OF EMERGENCY SUPPORTS FIVE UNIQUE REVOLUTION GAME SLOTS. TO ENTER A NAME, SIMPLY TYPE IT IN USING THE KEYBOARD. USE BACKSPACE TO DELETE A LETTER, AND ENTER TO ACCEPT YOUR CHOSEN NAME. YOU CAN ERASE SAVED GAME SLOTS BY HIGHLIGHTING THEM THEN PUSHING THE DEL BUTTON.



CHOOSING A CHARACTER AND LEVEL

AT THE START OF THE GAME ONLY MCNEIL AND LIBRA ARE AVAILABLE TO PLAY. THREE FURTHER CHARACTERS CAN BE UNLOCKED BY SUCCESSFULLY COMPLETING LEVELS IN THE REVOLUTION GAME.

YOU CAN ALSO CHOOSE WHICH LEVEL TO PLAY, ALTHOUGH AT THE START OF THE REVOLUTION GAME ONLY THE CAPITOL CITY MALL IS AVAILABLE. PUSH ENTER TO SELECT A CHARACTER AND LEVEL AND ESC TO DESELECT AND GO BACK.

REVOLUTION GAME RULES

MISSIONS

TASKS IN STATE OF EMERGENCY ARE PRESENTED AS A SERIES OF MISSIONS GROUPED TOGETHER INTO STORYLINES AND CLIMAXING IN AN IMPORTANT FREEDOM OBJECTIVE. SETS OF STORYLINES MUST BE COMPLETED TO UNLOCK OTHERS AND EVENTUALLY TO REACH THE ULTIMATE GOAL OF THE LEVEL.

MISSION GIVERS

AT THE START OF A REVOLUTION GAME YOU WILL SEE A FREEDOM AGENT DIRECTLY IN FRONT OF YOU.

AND THE MISSION ARROW WILL POINT TOWARDS HIM. RUN UP TO THIS MISSION GIVER AND PUSH MOUSE BUTTON 1 TO SPEAK TO HIM. HE WILL BRIEF YOU ON THE OBJECTIVES OF THE MISSION. USE THE CURSOR KEYS TO SCROLL THE TEXT UP AND DOWN AND PUSH ENTER TO ACCEPT THE MISSION OR ESC TO REJECT IT.

ONCE YOU HAVE ACCEPTED A MISSION, IT BEGINS IMMEDIATELY AND THE MISSION ARROW WILL POINT TOWARDS YOUR IMMEDIATE GOAL. IF YOU REJECT A MISSION, YOU ARE FREE TO FIND ANOTHER MISSION GIVER AND ATTEMPT HIS MISSIONS. EACH MISSION GIVER IS COLOUR CODED, TO HELP YOU DISTINGUISH BETWEEN DIFFERENT STORYLINES.

IF YOU FAIL A MISSION THEN YOU CAN CHOOSE TO RETURN TO THE MISSION GIVER AND REPLAY IT, OR FIND ANOTHER MISSION GIVER AND PLAY AN ALTERNATIVE STORYLINE. THE MISSION ARROW WILL POINT TO THE NEAREST MISSION GIVER WHENEVER YOU ARE NOT PLAYING A MISSION. IF YOU COMPLETE A MISSION THEN YOU CAN RETURN TO THE MISSION GIVER TO BE BRIEFED ON THE NEXT MISSION, UNLESS YOU HAVE COMPLETED ALL OF HIS OBJECTIVES, IN WHICH CASE YOU SHOULD FIND A NEW MISSION GIVER.

SAVING/LOADING

STATE OF EMERGENCY UTILIZES BOTH AUTOSAVE AND MANUAL SAVE FEATURES. AFTER COMPLETING ANY MISSION IN REVOLUTION MODE. SAVE YOUR PROGRESS MANUALLY BY ACCESSING THE IN-GAME OPTIONS MENU, BY PRESSING ESC, AND SELECTING SAVE. IF YOU DECIDE TO QUIT OUT, OR YOU DIE WHILE PLAYING

A REVOLUTION MODE GAME, YOUR GAME PROGRESS WILL BE AUTOMATICALLY SAVED.

NOTE THAT ONCE YOU HAVE COMPLETED A PARTICULAR MISSION YOU WILL NOT BE ABLE TO REPLAY IT ON THAT SAVE GAME.

HEALTH

KILLING CORPORATION OFFICERS AND GANG MEMBERS REWARDS YOU WITH GREEN AND WHITE HEALTH PICKUPS. IN ADDITION, HEALTH IS AWARDED FOR SUCCESSFUL COMPLETION OF A MISSION. OCCASIONALLY HEALTH IS ALSO SPAWNED WITHIN A MISSION. IF YOUR HEALTH FALLS TO ZERO, YOU WILL DIE AND THEN BE PRESENTED WITH THE OPTION TO 'REPLAY THAT LEVEL' OR 'RESTART'. CHOOSING 'REPLAY THAT LEVEL' WILL RETURN YOU TO THE ENTRANCE TO THE LEVEL WITH YOUR MISSION PROGRESS REVERTING TO THE LAST SAVED POINT, WHILE 'RESTART' WILL TAKE YOU BACK TO THE MAIN MENU.

MISSION ARROW

THE MISSION ARROW ALWAYS POINTS TOWARDS YOUR NEXT GOAL IN THE MISSION YOU ARE PLAYING. IT AUTOMATICALLY UPDATES AS THE MISSION SITUATION CHANGES, AND FOLLOWS MOVING TARGETS. BE CAREFUL, HOWEVER, AS THE ARROW POINTS TO OBJECTIVES 'AS THE CROW FLIES' WHICH IS NOT NECESSARILY THE SHORTEST, MOST DIRECT ROUTE. YOU WILL NEED TO FAMILIARISE YOURSELF WITH THE LAYOUT OF EACH LEVEL TO ACHIEVE CERTAIN, TIME-CRITICAL MISSIONS.

THE MISSION ARROW IS COLOUR CODED TO MATCH THE COLOR OF THE STORYLINE YOU ARE PLAYING AND THE MISSION GIVER WHO GAVE YOU THE OBJECTIVES, AND WILL USUALLY RETURN YOU TO THAT AGENT, UNLESS YOU HAVE COMPLETED THAT STORYLINE.

TYPES OF MISSIONS

THERE ARE SEVERAL VARIED TYPES OF MISSION IN THE GAME, INCLUDING:

- IN KILL MISSIONS YOU MUST HUNT AND KILL ONE OR MORE TARGETS. SOME KILL MISSIONS MUST BE ACHIEVED QUICKLY BEFORE THE TARGETS FLEE TO SAFETY.
- IN STEAL MISSIONS YOU MUST FIND AND STEAL AN IMPORTANT ITEM FROM THE CORPORATION AND RETURN IT TO FRIENDLY AGENTS, OR YOUR SAFE-HOUSE BASE.
- ESCORT MISSIONS INVOLVE YOU ESCORTING AND PROTECTING A FRIENDLY AGENT AS THEY COMPLETE OBJECTIVES.
- PROTECT MISSIONS INVOLVE PROTECTING ONE OR MORE FRIENDLY CHARACTERS OR DEFENDING A BUILDING FROM INVASION. YOU WILL FAIL THESE MISSIONS IF THE CHARACTER(S) ARE KILLED OR CORPORATION AGENTS ENTER THE BUILDING.
- IN RESCUE MISSIONS YOU MUST RESCUE A FRIENDLY AGENT OR CIVILIAN FROM THE CORPORATION, AND USUALLY ESCORT THEM TO SAFETY.
- DESTROY MISSIONS INVOLVE ATTACKING AND DESTROYING A BUILDING, OFTEN A KEY CORPORATION BUILDING.

TARGET IDENTIFIERS

DURING REVOLUTION GAME PLAY, CRITICAL CHARACTERS AND OBJECTS ARE MARKED WITH COLOR-CODED TARGETS:

- RED INDICATES A TARGET, BUILDING OR OBJECT YOU MUST KILL OR DESTROY TO ACHIEVE AN OBJECTIVE.
- BLUE INDICATES A FRIENDLY TARGET, BUILDING OR OBJECT. YOU MUST USUALLY PROTECT OR DEFEND THESE AS PART OF THE OBJECTIVE OF THE MISSION.
- YELLOW INDICATES A NEUTRAL CHARACTER OR OBJECT.

THREAT IDENTIFIERS

ANY OPPONENT THAT HAS SEEN YOU AND DECIDED TO ATTACK YOU IS INDICATED IN THE GAME BY A RED TRIANGLE APPEARING ABOVE THEIR HEAD. DURING THE GAME, YOU CAN AVOID PATROLLING CORPORATION OFFICERS, BY STAYING OUT OF THEIR LINE OF VISION, BUT IF THEY SEE YOU THEN A THREAT IDENTIFIER WILL APPEAR ABOVE THEM.

MISSION PICKUPS

SOME MISSIONS REQUIRE YOU TO STEAL IMPORTANT ITEMS SUCH AS DOCUMENTS OR MEDICINE FROM THE CORPORATION AND RETURN WITH THEM TO FRIENDLY AGENTS. THESE ITEMS ARE USUALLY CARRIED BY CORPORATION AGENTS AND ARE DROPPED WHEN THE AGENT IS KILLED. THEY CAN THEN BE PICKED UP, SIMPLY BY RUNNING OVER THEM, WHEREUPON AN ICON WILL APPEAR ON THE GAME DISPLAY. WHEN YOU RETURN TO THE RESISTANCE AGENT, THE ITEM WILL AUTOMATICALLY BE HANDED OVER, AND THE ICON WILL DISAPPEAR FROM THE DISPLAY.

MISSION OBJECTS

IN SOME MISSIONS YOU MUST OBTAIN LARGER OBJECTS SUCH AS CRATES OF WEAPONS. A TARGET INDICATES THESE OBJECTS, AND YOU CAN PICK THEM UP BY PUSHING THE MIDDLE MOUSE BUTTON AND DROP THEM BY PUSHING THE MIDDLE MOUSE BUTTON AGAIN. WHEN YOU RETURN A MISSION OBJECT TO THE AGENT WHO NEEDS IT, IT IS AUTOMATICALLY REMOVED FROM YOUR HANDS. BE CAREFUL AS MISSION OBJECTS CAN BE DESTROYED BY ENEMIES, IN WHICH CASE YOU WILL USUALLY FAIL THE MISSION. SOME MISSION OBJECTS MUST BE STOLEN FROM STORES BY SMASHING A WINDOW, WHEREUPON THE OBJECT FLIES OUT OF IT AND CAN THEN BE PICKED UP.

POWER-UPS

AT CERTAIN POINTS IN THE GAME, TEMPORARY POWER-UPS WILL APPEAR AS SPINNING ICONS. THESE POWER-UPS CAN BE PICKED UP AND ACTIVATED BY RUNNING OVER THEM. FOR MORE DETAILS ON THEIR EFFECTS SEE THE POWER-UPS SECTION TOWARDS THE END OF THIS MANUAL.

STRATEGIES FOR REVOLUTION GAME

- PATROLLING CORPORATION OFFICERS ARE ON THE LOOKOUT FOR TROUBLEMAKERS. THEY WILL PURSUE AND ATTACK ANYONE CARRYING A WEAPON, SO IF YOU WISH TO AVOID CONFRONTATION, TRY DROPPING YOUR WEAPON BEFORE YOU GO PAST THEM.
- WHEN SURROUNDED BY OPPONENTS AND UNARMED, USE THE 360° ATTACK MOVE TO KNOCK EVERYONE DOWN, AND GET AWAY.
- CATCH FLEEING TARGETS WITH THE DASH TACKLE. THIS MOVE IS ALSO A GREAT WAY TO DISARM OPPONENTS QUICKLY.
- WHEN ESCORTING OR PROTECTING ALLIES, FOCUS ON ATTACKING AND DISARMING ANY ARMED AGGRESSORS. YOU WILL DISTRACT OPPONENTS FROM ATTACKING YOUR ALLIES BY ATTACKING THEM YOURSELF.
- WHEN ESCORTING ALLIES, SPRINT AHEAD TO CLEAR A PATH FOR THEM. BE CAREFUL, HOWEVER, IF YOU GET TOO FAR AHEAD, THEY MAY BE ATTACKED WITHOUT YOU NOTICING.
- CORPORATION OFFICERS WILL ALWAYS TRY TO PROTECT FELLOW OFFICERS. YOU CAN DISTRACT THEM FROM THEIR DUTIES BY ATTACKING ONE OF THEIR BUDDIES.
- BE PRECISE WHEN AIMING HEAVY WEAPONRY. MAKE SURE YOU HAVE A CLEAR SHOT BEFORE FIRING THE ROCKET LAUNCHER, AS IT EXPLODES ON CONTACT.
- IF YOU GET STUCK, TRY PLAYING THE MISSION IN A DIFFERENT WAY. PERHAPS THERE ARE LESS OPPONENTS ON ANOTHER ROUTE?



GAME PROGRESSION

CHARACTER/LEVEL PROGRESSION: CHAOS MODE

CHARACTER PROGRESSIONS

| CHARACTER NAME | WHEN IS THE CHARACTER AVAILABLE? |
|----------------|---|
| MCNEIL | AVAILABLE FROM THE START |
| LIBRA | AVAILABLE FROM THE START |
| SPANKY | AVAILABLE AFTER COMPLETING THE MALL IN REVOLUTION MODE |
| FREAK | AVAILABLE AFTER COMPLETING CHINATOWN IN REVOLUTION MODE |
| BULL | AVAILABLE AFTER COMPLETING EAST SIDE IN REVOLUTION MODE |

LEVEL PROGRESSIONS

| MAP ORDER | WHEN IS THE MAP AVAILABLE? | SCORE TO REACH |
|-------------|---|----------------|
| THE MALL | AVAILABLE FROM THE START | 250000 |
| CHINATOWN | AVAILABLE AFTER COMPLETING THE MALL IN KAOS MODE | 500000 |
| EAST SIDE | AVAILABLE AFTER COMPLETING CHINATOWN IN KAOS MODE | 1000000 |
| CORPORATION | AVAILABLE AFTER COMPLETING EAST SIDE IN KAOS MODE | 1500000 |

LAST CLONE STANDING UNLOCKING

| MAP ORDER | | SCORE TO REACH |
|---|---------------------|----------------|
| CAPITOL CITY MALL (AVAILABLE FROM THE START) | 3 MINUTE TIMED GAME | 100000 |
| | 5 MINUTE TIMED GAME | 150000 |
| CHINATOWN (AVAILABLE AFTER COMPLETING THE MALL IN KAOS) | 3 MINUTE TIMED GAME | 150000 |
| | 5 MINUTE TIMED GAME | 200000 |
| EAST SIDE (AVAILABLE AFTER COMPLETING CHINATOWN IN KAOS) | 3 MINUTE TIMED GAME | 150000 |
| | 5 MINUTE TIMED GAME | 250000 |
| CORPORATION CENTRAL (AVAILABLE AFTER COMPLETING EAST SIDE IN CHAOS) | 3 MINUTE TIMED GAME | 200000 |
| | 5 MINUTE TIMED GAME | 300000 |

BONUS GAME PROGRESSIONS

| GAME NAME | AVAILABILITY |
|---------------------|---|
| LAST CLONE STANDING | AVAILABLE TO EACH MAP WHEN BOTH TIMED GAMES FOR THAT MAP HAVE BEEN COMPLETED |
| UNLIMITED TIME | AVAILABLE WHEN KAOS HAS BEEN COMPLETED IN ALL MAPS |

TER/LEVEL PROGRESSION: REVELOTION MODE

CHARACTER PROGRESSIONS

| CHARACTER NAME | WHEN IS THE CHARACTER AVAILABLE? |
|----------------|---|
| MCNEIL | AVAILABLE FROM THE START |
| LIBRA | AVAILABLE FROM THE START |
| SPANKY | AVAILABLE AFTER COMPLETING THE MALL IN REVOLUTION MODE |
| FREAK | AVAILABLE AFTER COMPLETING CHINATOWN IN REVOLUTION MODE |
| BULL | AVAILABLE AFTER COMPLETING EAST SIDE IN REVOLUTION MODE |

LEVEL PROGRESSIONS

| MAP ORDER | WHEN IS THE MAP AVAILABLE? |
|---------------------|---|
| THE MALL | AVAILABLE FROM THE START |
| CHINATOWN | AVAILABLE AFTER COMPLETING THE MALL IN REVOLUTION MODE |
| EAST SIDE | AVAILABLE AFTER COMPLETING CHINATOWN IN REVOLUTION MODE |
| CORPORATION CENTRAL | AVAILABLE AFTER COMPLETING EAST SIDE IN REVOLUTION MODE |



MULTIPLAYER

MULTIPLAYER GAME

YOU HAVE VARIOUS OPTIONS FOR SETTING UP AND PLAYING THE MULTIPLAYER GAME OF STATE OF EMERGENCY.

WHEN YOU ENTER THE MULTIPLAYER SECTION YOU WILL BE PRESENTED WITH VARIOUS OPTIONS:

- JOIN SESSION
- CREATE SESSION
- MULTIPLAYER OPTIONS

CHOOSE JOIN SESSION IF YOU KNOW THERE IS A LAN OR INTERNET GAME ALREADY CREATED. IF YOU THEN CHOOSE LAN, THE GAME WILL AUTOMATICALLY SEARCH FOR GAMES TAKING PLACE ON THE LAN AND CONNECT YOU. IF YOU CHOOSE INTERNET, YOU WILL BE PROMPTED TO ENTER THE IP ADDRESS OR SERVER NAME SO THAT THE HOST MACHINE CAN BE TRACED.

HOW DO I FIND OUT WHAT MY MACHINE'S IP ADDRESS IS?

IF YOU ARE CONNECTED TO THE INTERNET, THE QUICKEST WAY WOULD BE TO USE ONE OF THE MANY IP LOOKUP SITES SUCH AS:

[HTTP://WWW.IP-CALCULATOR.COM/](http://www.ip-calculator.com/)

[HTTP://WWW.WHATISMYIPADDRESS.COM/](http://www.whatismyipaddress.com/)

[HTTP://WWW.MY-IP-ADDRESS.COM/](http://www.my-ip-address.com/)

[HTTP://WWW.SHOWMYIP.COM/](http://www.showmyip.com/)

ONLY USE THESE WEBSITES IF YOU FEEL COMFORTABLE IN DOING SO, WE DO NOT ENDORSE THEIR USE.

ALTERNATIVELY, IN WINDOWS 95/98 GO TO THE START MENU, GO TO RUN AND ENTER WINIPCFG. THIS WILL DISPLAY A NETWORK SCREEN WITH YOUR IP VALUES SHOWING. IN WINDOWS 2000 YOU CAN GO TO A DOS PROMPT AND ENTER IPCONFIG.

THERE ARE VARIOUS MULTIPLAYER GAME MODES YOU CAN EITHER JOIN OR CREATE:

- KAOS
- LAST CLONE STANDING
- DEATHMATCH OR
- SURVIVOR

MULTIPLAYER KAOS

FIRSTLY, CHOOSE WHETHER TO PLAY COMPETITIVELY AGAINST YOUR OPPONENTS WITH EVERYONE PLAYING FOR THEMSELVES BY SELECTING MULTIPLAYER, OR PLAY TOGETHER IN TEAMS BY CHOOSING CO-OPERATIVE. IN CO-OPERATIVE KAOS, EACH PLAYER CAN PLAY IN ONE OF TWO TEAMS.

NEXT CHOOSE A TIME LIMIT FOR THE KAOS GAME AND A LEVEL TO PLAY IN.

MULTIPLAYER KAOS PLAYS EXACTLY LIKE SINGLE PLAYER FIXED TIME KAOS GAMES. SCORE AS MANY POINTS AS YOU CAN WITHIN THE TIME LIMIT. IN CO-OPERATIVE KAOS, EVERY POINT SCORED IS ADDED TO YOUR TEAM'S TOTAL, AND THERE IS NO FRIENDLY FIRE SO YOU CANNOT SHOOT YOUR TEAM MATES. IF YOU ARE KILLED IN A MULTIPLAYER KAOS GAME, YOU MUST WAIT 10 SECONDS BEFORE YOUR CHARACTER WILL RESPAWN. YOU CAN QUIT A MULTIPLAYER KAOS GAME AT ANY POINT BY PUSHING ESC AND CHOOSING QUIT.



AT THE END OF THE GAME, THE FINAL SCORES WILL BE DISPLAYED AND YOU HAVE THE OPTION OF REPLAYING THAT GAME OR RETURNING TO THE MAIN MENU.

MULTIPLAYER LAST CLONE STANDING

YOU CAN ALSO CHOOSE WHETHER TO PLAY CO-OPERATIVELY IN TEAMS IN THIS MODE, OR TO PLAY AS INDIVIDUALS. CHOOSE A MODE OF PLAY AND CHOOSE A TIME LIMIT AND A LEVEL TO PLAY IN.

MULTIPLAYER LAST CLONE STANDING PLAYS EXACTLY LIKE SINGLE PLAYER TIMED LAST CLONE STANDING GAMES. YOU MUST KILL AS MANY OF THE 200 CLONES IN THE LEVEL AS YOU CAN, WITHIN THE TIME LIMIT. IF PLAYING IN TEAMS, THEN YOUR TEAM'S NUMBER OF KILLS WILL BE DISPLAYED ABOVE THE TOTAL NUMBER OF CLONES REMAINING. THE WINNER WILL BE THE TEAM WITH THE MOST KILLS WHEN THE TIME RUNS OUT.



DEATHMATCH

IN DEATHMATCH MODE EVERY PLAYER PLAYS COMPETITIVELY AGAINST THE OTHERS. THE FIRST PLAYER TO REACH THE SPECIFIED NUMBER OF FRAGS IN DEATHMATCH MODE WILL WIN THE GAME.

IF YOU ARE KILLED DURING A DEATHMATCH GAME, YOU WILL AUTOMATICALLY RESPAWN IN A NEW LOCATION.



AS WELL AS FIGHTING EACH OTHER INDIVIDUALLY, YOU CAN ALSO RECRUIT CIVILIANS TO FIGHT ON YOUR SIDE IN DEATHMATCH MODE. RUN UP TO A CIVILIAN AND PUSH F AND THEY WILL IMMEDIATELY TURN INTO ONE OF YOUR HELPERS. DIFFERENT GANGS AND SOLDIER TYPES REPRESENT DIFFERENT PLAYER FORCES. ONCE RECRUITED, PLAYER HELPERS WILL FOLLOW YOU AROUND, ATTEMPT TO PROTECT YOU AND FIGHT OTHER PLAYER FORCES TO THE DEATH.

WHEN AN OPPOSING FORCE HELPER IS KILLED, THEY WILL RELEASE A HELPER POWER-UP. IF YOU COLLECT THIS POWER-UP BY RUNNING OVER IT, A NEW HELPER WILL INSTANTLY BE ADDED TO YOUR FORCES. HELPER POWER-UPS ONLY STAY FOR A SHORT WHILE, AND IF NOT COLLECTED THEY WILL REAPPEAR AS A NEW CIVILIAN.

YOU CAN ALSO ARM AND UPGRADE YOUR HELPERS' WEAPONRY BY RUNNING OVER EQUIP HELPER POWER-UPS. WHEN YOU COLLECT AN EQUIP HELPER POWER-UP, EVERY HELPER IN YOUR FORCE WILL HAVE THEIR WEAPONRY IMPROVED, FROM MELEE WEAPONS RIGHT UP TO HEAVY WEAPONRY.

THE GAME IS WON AND LOST PURELY ON TOTAL PLAYER FRAGS: YOU DO NOT SCORE FOR KILLING OPPOSING FORCES, BUT RECRUITMENT OF HELPERS CAN GREATLY INCREASE YOUR DEFENCES.

AT THE END OF THE GAME, THE FINAL SCORES WILL BE DISPLAYED AND YOU HAVE THE OPTION OF REPLAYING THAT GAME OR RETURNING TO THE MAIN MENU.

SURVIVOR

YOU CAN ALSO CHOOSE WHETHER TO PLAY CO-OPERATIVELY IN TEAMS IN THIS MODE, OR TO PLAY AS INDIVIDUALS.

IF YOU CHOOSE CO-OPERATIVE PLAY, THEN EACH PLAYER MUST CHOSE WHICH TEAM THEY WISH TO PLAY ON IN THE MULTIPLAYER OPTIONS MENU.



THE OBJECTIVE OF SURVIVOR IS TO STAY ALIVE AS LONG AS POSSIBLE. YOU MUST FIGHT FOR YOUR SURVIVAL AGAINST ARMED CLONES. STARTING THE LEVEL WITH NO WEAPON, YOUR BEST CHANCE IS TO STEAL A WEAPON FROM THE CLONES.

WATCH OUT FOR ENEMIES SENT TO CHASE YOU DOWN. THE WINNER WILL BE THE INDIVIDUAL OR TEAM WHOSE PLAYER LASTS LONGEST.

AT THE END OF THE GAME, THE LONGEST SURVIVAL TIME WILL BE DISPLAYED AND YOU HAVE THE OPTION OF REPLAYING THAT GAME OR RETURNING TO THE MAIN MENU.



HIGH SCORES

BY SELECTING THIS OPTION FROM THE MAIN MENU, YOU CAN VIEW ALL OF THE HIGH SCORE TABLES FOR CHAOS MODE. FIRSTLY SELECT WHICH MAP YOU WISH TO VIEW THE HIGH SCORES FOR BY PUSHING ENTER THEN CHOOSE THE CHAOS MODE YOU WISH TO VIEW. YOU CAN GO BACK AT ANY TIME BY PUSHING ESC.



IN GAME OPTIONS

THE OPTIONS MENU IS ACCESSIBLE BY PRESSING ESC. IT ALLOWS YOU TO CHANGE THE FOLLOWING SETTINGS:

AUDIO

FX VOLUME

CHANGE THE VOLUME LEVEL OF SOUND EFFECTS IN THE GAME BY HIGHLIGHTING THIS OPTION THEN MOVING THE SLIDER UP OR DOWN BY PRESSING LEFT OR RIGHT ON THE CURSOR KEYS.

MUSIC VOLUME

CHANGE THE VOLUME LEVEL OF MUSIC IN THE GAME BY HIGHLIGHTING THIS OPTION THEN MOVING THE SLIDER UP OR DOWN BY PRESSING LEFT OR RIGHT ON THE CURSOR KEYS.

GORE

CHOOSE HOW GRAPHICALLY VIOLENT YOU WISH THE GAME TO BE, BY TURNING GORE ON OR OFF.

LOAD AND SAVE

SAVE YOUR PROGRESS (OVERWRITING ALL PREVIOUS SAVEGAME DATA!!) OR LOAD IN A PREVIOUSLY MADE SAVE.

QUIT

QUITS THE CURRENT GAME



PLAYER CHARACTERS

THERE ARE FIVE PLAYABLE CHARACTERS IN STATE OF EMERGENCY. ALTHOUGH ONLY MCNEIL AND LIBRA ARE UNLOCKED AT THE START OF THE GAME. YOU CAN UNLOCK THE OTHER THREE CHARACTERS BY COMPLETING LEVELS IN THE REVOLUTION GAME. EACH CHARACTER HAS SUBTLY DIFFERENT PLAY STYLES AND VARIED, EXCITING COMBO AND GRAB MOVES.



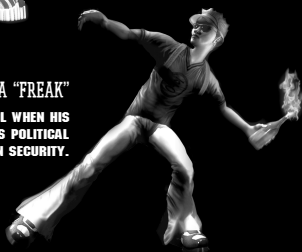
ROY MCNEIL A.K.A. "MACK"
A DISGRUNTLED EX-COP WHO REFUSED TO CARRY OUT THE CORPORATION'S BRUTAL ENFORCEMENT METHODS.



ANNA PRICE A.K.A. "LIBRA"
A LAWYER WHO HATES THE CORPORATION FOR THEIR EFFORTS TO GET HER TO SELL OUT HER FREEDOM CLIENTS.



HECTOR SOLDADO A.K.A. "SPANKY"
A CHARISMATIC EX-GANG MEMBER WHO HAS TIRED OF THE CORPORATION'S TREATMENT OF INNOCENTS.



RICKY TRANG A.K.A. "FREAK"
ORPHANED IN HIGH SCHOOL WHEN HIS PARENTS WERE ARRESTED AS POLITICAL DISSIDENTS BY CORPORATION SECURITY.



EDDY RAYMONDS A.K.A. "BULL"
EX-SPORTS STAR WHO REFUSED TO PARTICIPATE IN CORPORATION-SPONSORED MATCH FIXING AND WAS JAILED AS A CONSEQUENCE.



CAPITOL CITY FACTIONS

FREEDOM MOVEMENT



THE CORPORATION

THE GANGS



THE MALL RATS



3RD STREET KILLAZ



MUERTE 13



JADE HILL GANG



CIVILIANS



SKINHEADS



CAPITOL CITY LOCATIONS



CAPITOL CITY MALL



CHINATOWN



EAST SIDE



CORPORATION CENTRAL



WEAPONS

HANDHELD WEAPONS

HANDHELD WEAPONS VARY IN EFFECTIVENESS, FROM CLUB TYPE WEAPONS SUCH AS BATONS AND BASEBALL BATS TO MORE LETHAL BLADED WEAPONS SUCH AS MEAT CLEAVERS AND SWORDS.



PISTOL

LOW ON POWER, THE SEMI-AUTOMATIC PISTOL IS USEFUL AGAINST INDIVIDUALS, BUT LESS EFFECTIVE WHEN FACED WITH A GROUP OF ARMED CORPORATION OFFICERS.



UZI

A SMALL, LIGHT SUBMACHINE GUN, WITH RAPID FIRING, THE UZI PACKS A PUNCH AT CLOSE RANGE, BUT ONLY DELIVERS LIMITED DAMAGE.



AK47 KALASHNIKOV

THIS RUSSIAN BUILT ASSAULT RIFLE HAS A SHORTER RANGE THAN THE M16, BUT CAN BE VERY POWERFUL AGAINST GROUPS OF OPPONENTS.



SHOTGUN

WITH A LARGE CONE OF FIRE, BUT A SHORT RANGE, THE SHOTGUN IS BEST USED AGAINST GROUPS OF CHARGING OPPONENTS.



M16 ASSAULT RIFLE

THE ASSAULT RIFLE OF CHOICE, THE M16 CAN BE USED TO PICK OFF ENEMIES AT A DISTANCE OR AS A POWERFUL MACHINE GUN FOR STRAFING MANOEUVRES.



MINI-GUN

NORMALLY SEEN MOUNTED ON THE FRONT OF HELICOPTER GUNSHIPS, THE IMPRESSIVE RANGE AND AWESOME FIREPOWER OF THIS MODIFIED MINI-GUN WILL LITERALLY CARVE THROUGH GROUPS OF ADVERSARIES.



GRENADE LAUNCHER

WHILST REQUIRING PRACTICE TO MASTER THE LOBBING ACTION, THE GRENADE LAUNCHER CAN QUICKLY LAY DOWN VOLLEYS OF GRENADES, BRINGING EXPLOSIVE DESTRUCTION TO EVERYTHING IN ITS PATH.



ROCKET LAUNCHER

THE ULTIMATE EXPLOSIVE WEAPON, THE AWE-INSPIRING DESTRUCTIVE POWER OF THIS ANTI-TANK MISSILE LAUNCHER WILL REDUCE BUILDINGS TO RUBBLE AND CARS TO BURNING HULKS. BE CAREFUL WITH AIMING, HOWEVER, AS THE ROCKETS ARE DESIGNED TO EXPLODE ON CONTACT.



TEAR GAS LAUNCHER

SIMILAR IN TECHNIQUE TO FIRING THE GRENADE LAUNCHER, THIS GUN LOBS TEAR GAS GRENADES, WHICH WILL SOON FILL THE STREETS WITH DEBILITATING SMOKE. BE AWARE THOUGH, THAT TEAR GAS WILL ALSO AFFECT YOUR CHARACTER AND ANY FRIENDLY AGENTS IN THE AREA.



FLAME-THROWER

THE ULTIMATE CLOSE COMBAT WEAPON, THE FLAME-THROWER EMITS A HUGE SPOUT OF LIQUID FIRE, COVERING ANYONE OR ANYTHING THAT GETS CAUGHT IN ITS DEADLY DISCHARGE.



GRENADES

CAREFUL AIMING AND GOOD TIMING ARE REQUIRED TO MAXIMIZE THE EFFECTIVENESS OF THESE SINGLE USE GRENADES.



MOLOTOV COCKTAILS

WHILE LESS POWERFUL THAN GRENADES, MOLOTOV COCKTAILS REQUIRE LESS ACCURACY AND CAN BE USED TO COVER A GROUP OF OPPONENTS IN BLAZING PETROL.



TASER

LIKE A CATTLE PROD WITH EXTRA OOMPH, THE HIGH VOLTAGE TOUCH OF THE TASER WILL LEAVE ADVERSARIES ON THE GROUND, WRITHING IN AGONY.



PEPPER SPRAY

ORIGINALLY DEVELOPED FOR SELF-DEFENCE PURPOSES, THE TOXICITY OF THE NOXIOUS GAS IN THIS AEROSOL HAS BEEN INCREASED TO LETHAL PROPORTIONS.



STREET FURNITURE

AS WELL AS THE VARIED ARSENAL OF WEAPONRY AT YOUR DISPOSAL, MANY ITEMS OF STREET FURNITURE IN STATE OF EMERGENCY CAN ALSO BE USED WITH DEADLY FORCE. TRASHCANS, DEBRIS, SIGNS, PARK BENCHES, EVEN TRAFFIC CONES- IF IT ISN'T NAILED DOWN, IT CAN PROBABLY BE THROWN OR USED TO BLUDGEON.



POWER UPS

STATE OF EMERGENCY FEATURES VARIOUS POWER-UPS IN DIFFERENT GAME MODES. THESE APPEAR FOR A SHORT WHILE IN GAME AS SPINNING ICONS. WHEN COLLECTED THEY WILL BOOST THE PLAYER'S ABILITIES AS DETAILED BELOW.



BODY ARMOR

WHEN THIS POWER-UP IS COLLECTED AN ICON WILL APPEAR ON THE GAME DISPLAY. WHILE IT IS ACTIVE, BODY ARMOR TEMPORARILY REDUCES THE AMOUNT OF DAMAGE YOUR CHARACTER TAKES.



INFINITE AMMO

WHEN THIS POWER-UP IS COLLECTED AN ICON WILL APPEAR ON THE GAME DISPLAY. WHILE IT IS ACTIVE, INFINITE AMMO TEMPORARILY GIVES YOUR CHARACTER UNLIMITED AMMUNITION.



PUNCH DECAPITATE

WHEN THIS POWER-UP IS COLLECTED AN ICON WILL APPEAR ON THE GAME DISPLAY. WHILE IT IS ACTIVE, PUNCH DECAPITATE TEMPORARILY TURNS ALL OF YOUR PUNCHES INTO LETHAL WEAPONS, KNOCKING YOUR OPPONENTS' HEADS CLEAN OFF.



HELPER

WHEN THIS POWER-UP IS COLLECTED A HELPER CHARACTER WILL BE IMMEDIATELY SPAWNED NEXT TO YOUR CHARACTER. THIS HELPER WILL FIGHT ON YOUR SIDE, TRY TO PROTECT YOU AND ULTIMATELY FIGHT TO THE DEATH.



EQUIP HELPERS

THIS POWER-UP IS ONLY AVAILABLE IN DEATHMATCH GAMES. WHEN COLLECTED THIS POWER-UP WILL UPGRADE THE WEAPONRY OF ALL OF YOUR HELPERS. ANY UNARMED HELPERS WILL BE GIVEN MELEE WEAPONS, WHILST ARMED HELPERS WEAPONRY WILL BE UPGRADED TO MORE POWERFUL ARMAMENTS.



BOMB

IN DEATHMATCH MODE THERE IS A PICK-UP WITH A BOMB ICON ON IT. GO THROUGH IT TO TRIGGER A SUICIDE BOMBER WHO RUNS DIRECTLY TOWARDS YOUR NEAREST OPPONENT AND THEN EXPLODES.



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MANY THANKS TO THE
ORIGINAL STATE OF EMERGENCY
PS2 TEAM GEORGE CAMPBELL AT
MCGRIGOR DONALD AND THE REST
OF VIS ENTERTAINMENT PLC.

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D-STROY**

**BULL
FAT MAN SCOOP**

**FREAK
MORGAN PHILLIPS**

**LIBRA
JEAN GRAE**

**MCEILL
TOM SILVERMAN**

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**STATE OF
EMERGENCY
THEME SONG**

PERFORMED BY

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STUDIOS

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CUSTOMER SUPPORT

Every effort has been made to make our products as compatible with current hardware as possible. However if you are experiencing problems with running of one of our titles you may contact our Technical Support staff.

Before contacting Technical Support, please be prepared. In order to assist you as efficiently as possible, we will need to know as much information about your computer and the problem as possible. If you can not provide the information in the check list below, then please contact your computer manufacturers technical support department before contacting Take 2 Interactive, otherwise we will be unable to solve your problem.

THE INFORMATION THAT WE WILL REQUIRE IS AS FOLLOWS :

Contact Details:

- Your name
- E-mail address

SYSTEM DETAILS:

- PC Brand Name and model
- Processor speed and manufacturer
- CD-ROM Drive speed and manufacturer
- Total amount of system RAM
- The make and model of your Video Card / 3D Accelerator together with amount of Video RAM
- The make and model of your Sound Card
- Mouse and driver information.

Please describe the circumstances, including any error messages, of your problem as clearly as possible.

NOTE: PLEASE DO NOT CONTACT TAKE 2'S TECHNICAL SUPPORT STAFF IN SEARCH OF GAME HINTS. They are neither permitted nor qualified to supply such information.

OUR TECHNICAL SUPPORT CONTACT DETAILS:

Look for 24-hour online technical support at our support website:
www.take2games.com/support

Contact us with any support questions or problems at the following e-mail address:
esupport@take2baltimore.com

VIS WEBSITE - WWW.VISENTERAINMENT.COM

TAKE2 WEBSITE - WWW.TAKE2GAMES.COM

WIDE GAMES WEBSITE - WWW.WIDEGAMES.COM

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