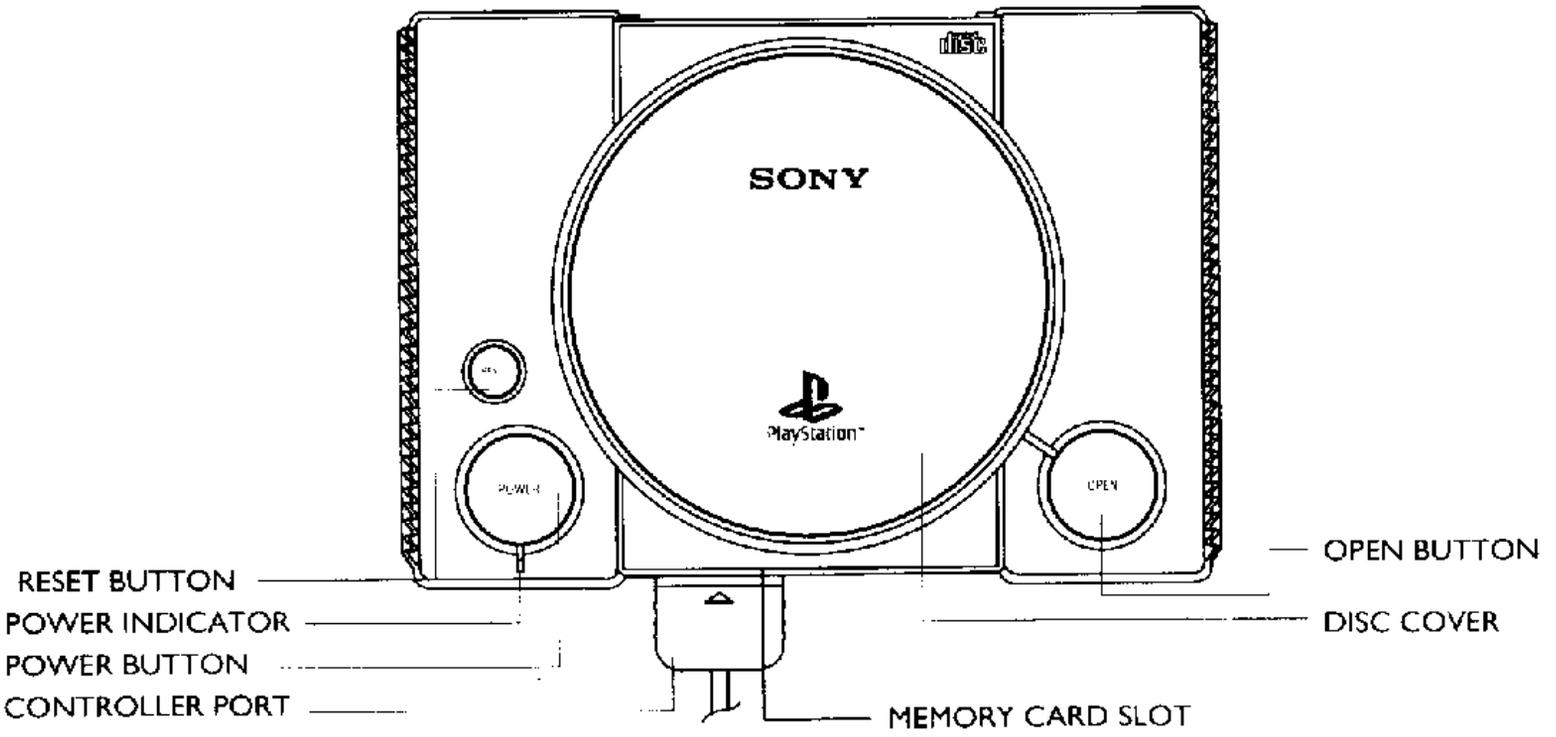

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ACTIVISION

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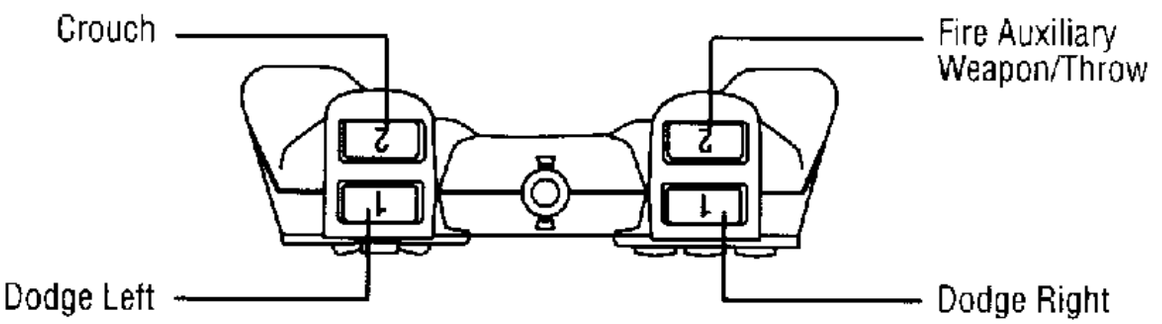
Starting Up

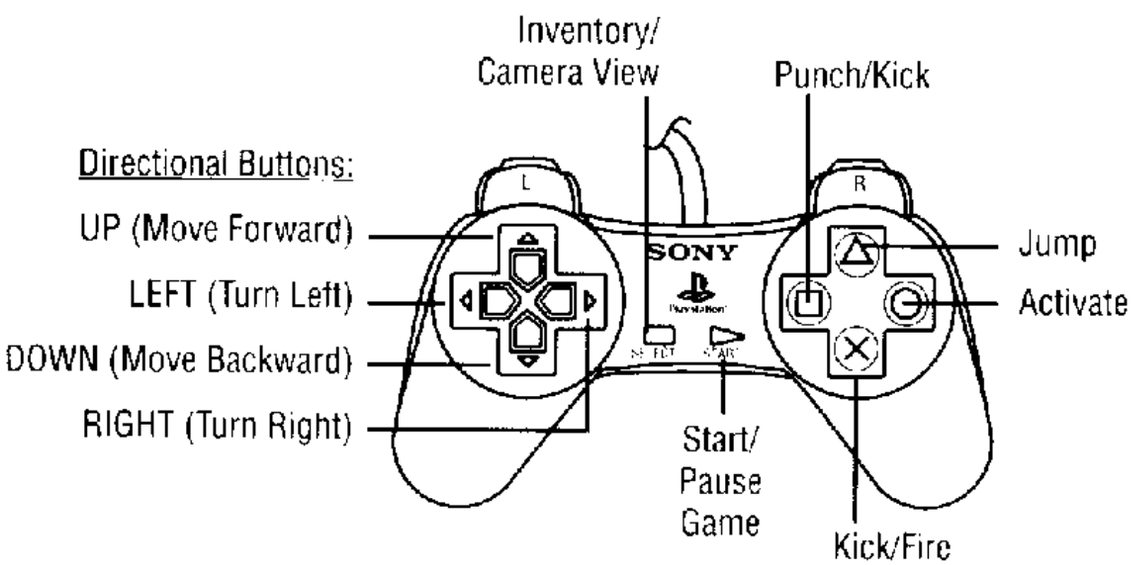


- Set up your PlayStation® game console according to the instruction manual.
- Make sure the power is off before inserting or removing a compact disc.
- Insert the Fifth Element disc and close the disc cover.
- Insert game Controllers and turn on the PlayStation game Console.
- Follow the on-screen instructions to start a game.
- A Memory Card is required to play Fifth Element.

Game Controls

The default Controller configuration is shown here. All references to button selection in this manual will refer to the default Controller configuration.





Note: Fifth Element does not support analog controllers.

To select menu options, use the Directional buttons up/down to navigate through the menu options, highlight the option you want to select, and hit the × button to accept. Screens without menus will have button press options listed on the bottom of the screen.

Game Reset

To abort a game in progress, press the START button to pause the game. Choose Quit Game from the menu to return to the Fifth Element title screen.

Soft Reset

You can reset to the Fifth Element title screen at any time during gameplay by holding down SELECT, then pressing and holding START for two seconds.

Introduction

Every five thousand years, a door opens between the dimensions. In one dimension lies the universe and all of its multitude of varied life forms.

In another exists an element made not of earth, air, fire or water, but of anti-energy, anti-life.

This thing, this darkness is not interested in money or power. This Pure Evil awaits patiently at the threshold of our universe for an opportunity to extinguish all light and all life.

Every five thousand years, the four basic elements have to be gathered around a fifth... The Fifth Element: the perfect being.

Every five thousand years, mankind needs a hero to save the world.

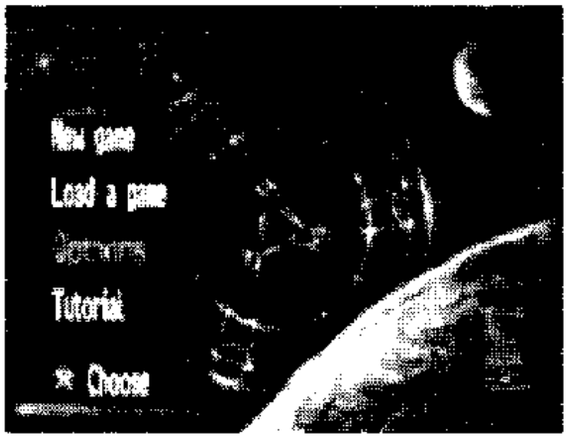
And in 23rd century New York City, the fate of the Universe is in your hands.

Starting Up

Intro Sequence

When the game is started you will see an introductory movie. Press the × button to end the movie and advance to the Main Menu.

Main Menu



Main Menu

Use the Directional buttons up/down to select an option and press × to select. There are four options on the Main Menu:

New Game – Select to start the game using the current settings. You will proceed to the Character Selection screen.

Load Game – Select to load a saved game from the Memory Card (see Load Game below).

Options – Select to change game settings (see Options on page 7).

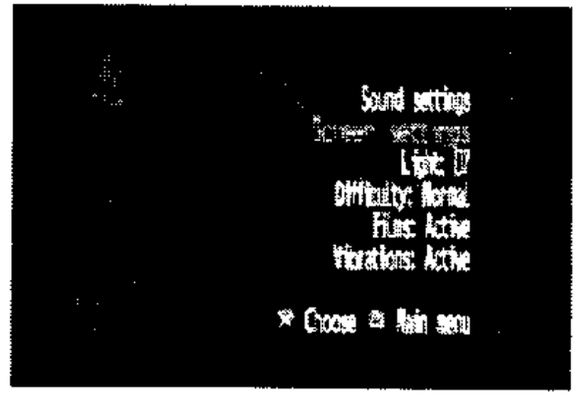
Tutorial – Select this option to view a brief tutorial video that will explain the game controls.

Load Game

If you select this option, the PlayStation will scan your Memory Card for Fifth Element saved games. Any saved games it finds will be displayed on the screen. Use the Directional buttons up/down to select a particular saved game and press × to load it. Use the Δ button to return to the Main Menu without loading a game.

Options

Use the Directional buttons up/down to highlight an option, and press × to select. Use the Δ button to return to the Main Menu. There are six options to choose from:



Options Menu

Sound Settings – Select this option to adjust the in-game sound and music volumes. (See Sound Settings on page 8.)

Screen Settings – Select this option to adjust the positioning of the game display on your TV screen. (See Screen Settings on page 8.)

Light – Select this option to change the brightness of the game display. Use the Directional buttons left/right to adjust the brightness from 0-10.

Difficulty – Select this option to adjust the game difficulty level. Use the Directional buttons left/right to select between easy, normal, and hard. The easy setting will reduce enemy hit points and increase the time allocated for timers. Hard setting will increase enemy hit points and reduce the time allocated for timers.

Films – Select this option to toggle the reward videos on or off. Use the Directional buttons left/right to select between On or Off.

Vibrations – Select this option to enable or disable force feedback (Dual Shock™ only). Use the Directional buttons left/right to select if the force feedback (vibration) is On or Off.

Sound Settings

Use the Directional buttons up/down to select either music volume, movie volume, or sound (effects) volume. Use the Directional buttons left/right to adjust volume. Press × to accept volume settings and return to Options. Use Δ to return to Options without making changes.

Screen Settings

Use the Directional buttons to adjust the centering of the game display on your screen. Press × to accept screen settings and return to the Options screen. Use Δ to return to Options without making changes.

Tutorial

The tutorial is a short movie that shows the basic game controls. You can press × during the tutorial to quit and return to the Main Menu.

Mission Intro Menu

Ruby Rhod, the best DJ in the universe, will go to the extreme to put on the most incredible performance for his 50 billion listeners. He is here to tell your story...



Mission Intro Menu

Selecting Your Character

One or two multipass cards will be displayed on the screen. The pass in the foreground is the currently selected character. If two passes are displayed you can use the Directional buttons left/right to toggle between them. Press × to accept character selection and to display the mission briefing. Press Δ to return to the Main Menu.

Korben

Former Military Captain, Korben Dallas is currently employed as a cab driver in one of Jean Baptiste Emmanuel Zorg's subsidiaries. He lives in a small apartment in the center of New York City. Korben was one of the best officers the Federated Territories Army ever had. During his army years, Korben became an expert in the use of weapons and a top fighter pilot. He is the last survivor of his special unit and intends to remain that way. The army knows that there is only one man capable of saving the world: Korben Dallas. Defeating Pure Evil while rescuing a gorgeous red haired woman is not the kind of job a real hero turns down.

Leeloo

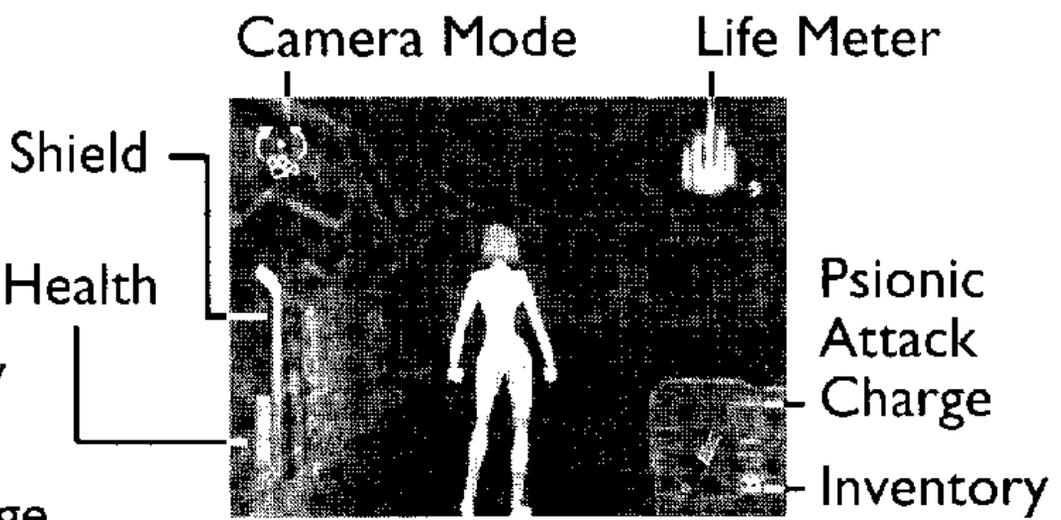
Her full name is Leeloo Minaï Lekatariba-Lamina-Tchaï Ekbat De Sebat. She is the perfect, supreme being: The Fifth Element. Each strand of her DNA contains every aspect of her being—her personality, her memory—right up to the current moment. In 1912, the Mondoshawans took her away with them because they knew that the World Wars were about to break out and that the elements were no

longer safe on Earth. Gathered around the four basic elements in an ancient temple in Egypt, Leeloo is the only hope that the Universe has against Pure Evil.

The Mission Briefing

The mission briefing will describe your goals for the current mission. Use the Directional buttons up/down to scroll the mission briefing if necessary. When you are finished reading the briefing, press × to start the mission.

Game Screen



Game Screen Menu

Health

The 23rd century can be a dangerous place. There are many hazards and enemies that can kill and injure you. The vertical orange and red bar on the left side of the screen measures your character's health. As you take damage this bar will shrink towards the bottom of the screen. If the colored bar runs out, the character will die.

Shield

Shields are a wonderful device that protect you from most 23rd century hand weapons. If your character has picked up a shield power

up, a blue shield power meter will be displayed beside your health meter. Any beam or bullet attack will reduce your shield power instead of your health. When the shield activates, you will see a spherical blue corona effect surrounding your character and your blue shield meter will shrink towards the bottom of the screen. Once your shield is down, further attacks will reduce your health.

Inventory

Anything that you pick up will automatically be placed in your inventory. You can pick up items by walking over them or pressing the ○ button while standing near them. All inventory items, except weapons, are selected automatically. If a particular item is useful in a certain situation and it is in your inventory, simply pressing the ○ button is sufficient to trigger its use. Weapons and ammunition must be specifically selected. Pressing R1 while holding Select will change weapons. Pressing R2 while holding Select will change ammunition. Note that Leeloo's grenades are treated like ammunition – press R2 while holding Select to change the selected grenade type.

Psionic Attack Charge

Leeloo's psionic attack can be triggered by simultaneously pressing ×, □ and ↑. The powerful blast will neutralize all sentient beings in sight. Since the attack is so draining, she must recharge it before using it again. Pick-up a psionic energy power-up to recharge it. If charged, a

pulsing white circle will appear in the transparent green panel in the lower right corner of the screen.

Life Meter

Pressing the Select button will display the life meter in the upper right hand corner of the screen. The number to the right of the life icon is how many lives your character has remaining.

Camera Mode

Pressing circle while holding the Select button will toggle the camera mode. Pressing the Select button will display an icon that indicates the current camera mode. The panning camera icon indicates that the camera will try to find the best viewpoint from which to view the action. The cam indicates that the camera will try to stay in a fixed position relative to your character.
Note: While in cam mode, pressing Select while pressing ← or → will change the fixed viewpoint by up to an additional 90% to either side.

Pause Screen

Pressing Start will pause the game and bring up the Pause Menu. Use the Directional buttons up/down to highlight an option, and the × button to select. Use the Δ or Start buttons to return to the Main Menu. There are six options to choose from:

- Return to Game – Select this option to return to the game.
- Options–Select this options to change game options.
- Start Level Again – Select this option to restart the level.
- See Game Controls – Select this option to bring up a screen displaying frequently used controls.
- Mission Briefing – Select this option to see the mission briefing.
- Quit – Select this option to quit out to the Main Menu.

Controls

	Leeloo	Korben
MOVES		
run forward	↑	↑
turn left, right	← →	← →
jump backwards	↓	↓
jump	Δ	Δ
turn around or do a 180°turn	L1+R1	L1+R1
walk slowly	O + ↑, R1, L1, ↓	O + ↑, R1, L1, ↓
crouch (get up)	L2	L2
activate an object	O	O
hang	Δ (pressed down)	
jump sideways	L1 or R1	L1 or R1

	Leeloo	Korben
COMBAT		
punch	□	
kick	×	
throw a grenade	R2	
block	R2 + L2	
change ammunition	Select + L2/R2	
kick		□
shoot		×
shoot auxiliary weapon		R2
block		R2 + L2
change ammunition		Select + L2/R2
change weapons		Select + L1/R1
reload weapon		Select + ×
SPECIAL MOVES		
psionic attack (must be charged)	↑ + □ + ×	
dive and shoot		↑ + □
CAMERA		
toggle camera views	Select + O	Select + O
	Select + ← → (while in cam)	Select + ← → (while in cam)

Playing The Game

Fisticuffs

You can damage an enemy by attacking in hand-to-hand combat. A successful strike will be shown by a yellow burst at the point of impact. When a blow is blocked a blue burst will be shown at the point of contact.

Gunplay (Korben Only)

Guns can be used to injure and kill from long range. The currently selected weapon is shown in a panel in the lower right corner. Fire the gun by pressing ×. A hit on a shielded target will cause a blue spherical flash to be displayed. A hit on an unshielded target will cause a red spherical flash to be displayed. Gun ammo is shown by a number to the right of the gun. The pistol has an unlimited supply of ammo and will be automatically reloaded when empty. You can force a reload by pressing × while holding select. The military and police weapons that can be found during the game have limited supplies of ammo. Switch weapons by hitting R1/L1 while holding select.

Hand Grenades (Leeloo Only)

Leeloo can use hand grenades for a lot of creative problem solving. Press and hold the R2 button to throw a grenade. The longer the R2 button is held the further a grenade is thrown. A gauge in the lower right hand corner of the screen indicates how far the grenade will be thrown. Grenades are great for destroying grates, walls, and tight concentrations of bad guys.

Auxiliary Weapons

The military long-arms have auxiliary support weapons that pack an extreme punch. Press the R2 button to discharge the auxiliary weapon. The auxiliary weapon (if any) is shown by an icon below the gun picture along with a number representing auxiliary ammo. You can

switch auxiliary weapons by pressing R2/L2 while holding Select. Grenades cause an explosion that damages everybody nearby. Flamers will set most enemies on fire. Freezers will freeze them rock solid so they can be shattered like glass. Missiles home in on a foe and explode upon impact.

Operating Machinery

You will encounter many computers, panels, and other machines in Fifth Element. You can activate these devices by standing near them and pushing the O (action) button. Sometimes you will need a special item in order to operate a machine or panel. When you don't have the right item, a transparent picture of the necessary item will be shown when you try to activate the machine.
HINT: TRY TO ACTIVATE ALL MACHINES, PANELS AND COMPUTERS THAT YOU FIND BY PRESSING O.

Picking Up Things

You will discover many power-ups and equipment as you explore the worlds of Fifth Element. Pick up equipment and power-ups by moving over them or by pressing O while standing nearby. Note that you must explicitly choose to pick up a gun by pressing O while standing next to the weapon. Equipment will be added to your inventory for later use. Power-ups (Healing, Extra Life, Shield Recharge, and Psionic Attack Recharge) are not added to the inventory and take effect immediately so only pick them up when you really need them.

Breaking Things

There are many things to destroy in Fifth Element. Electrical panels can often be destroyed by shooting them. Some crates can be exploded by shooting them. Many grates can be smashed by striking them or kicking them. Some grates and walls can be demolished by detonating a grenade against them. HINT: DESTROY EVERYTHING YOU CAN.

Timers

Sometimes you will have to accomplish a task under extreme time pressure. When this happens, a large digital timer will be displayed on the screen that will show how much time is remaining to complete the task. When the timer expires something bad will happen if the task hasn't been completed.

Remote Views

Often when machinery or computers are activated, the view point will jump to a remote location to show you something. Usually this is a clue that is helpful in completing the level.

Electrical Panels

These often control electrical devices of some sort. Shooting them will short them out and usually cause some electrical equipment nearby to malfunction.

Computer Panels

Activating these (○ button) will turn various things on or off or show you a remote view of something.

Buttons, Levers, and Combinations

Some levels have buttons or levers that must be pushed in a certain order. The combination for these buttons/levers will be visible somewhere on the level. Look carefully.

Playing Korben

As you make your way through the levels, you will come up against increasingly agile and resistant monsters. To attack more effectively and increase your chances of survival:

- Strafe (L1 or R1) from behind an obstacle like a crate or wall
- Use diving attacks (↑ +□) to pounce on the enemy
- Pop up from behind crates by pressing L2+× rapidly to crouch down and get up again while firing.

The military and police weapons contain potent auxiliary weapons. Use these to take out particularly tough groups of enemies. These weapons have limited amunition so use them wisely.

To walk along a beam or mount a platform, you should use the slow walk mode by pressing the Directional buttons while pressing the ○ button. Korben will not fall while in the slow walk mode, which can sometimes be very useful!

Playing Leeloo

Leeloo has many different attack sequences using combinations of punching (□) and kicking (×). Try, for example, × × ×, or × □ □. You can discover lots of other interesting combinations. Leeloo can also let fly with a devastating flying kick if you press ↑ + × or ↑ + □. Think of varying your moves so as to be more effective for if you don't, your opponents will learn to defend against your unchanging attacks!

To defend herself or clear the way, Leeloo can also throw grenades. Select the type of grenade using Select + L2-R2 and then throw it by pressing R2. The longer you hold down the R2 button, the more the gauge at the bottom of the screen increases, the further the projectile is thrown.

Leeloo is able to enter low narrow passages. Make her crouch by pressing L2 and crawl through by pressing the Directional buttons. She can also crouch down behind an object and throw projectiles (R2) in order to attack from a safe position.

Just like Korben, she is capable of making slow and precise movements by keeping the ○ button pressed down and by moving around with the Directional buttons. This way of walking also allows her to move around without ever falling.

If you encounter an overhead walkway, keep the Δ button pressed down and Leeloo will hang from it. You can then release Δ and move by swinging forwards or backwards using the Directional buttons. Jump down by pressing the Δ button again.

In the toughest of fights, don't forget to use the psionic attack. This is a formidable mental attack which can simultaneously neutralize several enemies. In order to use this attack, Leeloo must pick up the "psionic charge" power up.

A bright dot will then appear in the green panel in the bottom right-hand corner of the screen. To activate the psionic attack, press the ↑ + □ + × buttons.

Note: Don't pick up the psionic charge when the bright dot is already visible in the green panel as this will waste the power-up.

Objects

Cards and Passes



These cards and passes are useful for gaining access to restricted areas.

Elements

These elements are necessary to build the ultimate weapon against evil.

 Earth element

 Air element

 Fire element

 Water element

Activators

The activators are used with the elements to create the ultimate weapon.

 Earth activator

 Air activator

 Fire activator

 Water activator

Weapons and Ammo

 The Grenade is thrown and explodes after a brief delay.

 The Contact Bomb is covered by displacement triggers and explodes upon impact.



The Detonator explodes when its timer expires.



The Mangalore Manufactured Auto-rifle is fully automatic and has a grenade launcher attached.



The Electro Gun emits an electrical discharge that is particularly effective in taking down shields.



The ZF1 is a military assault rifle that has a flamer, a freezer, and a missile launcher attached.



A 30-round clip for the Auto-rifle.



An energy cell for the Electro Gun.



A 30-round clip for the ZF1.



A flamer charge.



A freezer charge.



A homing missle.



The shield will protect you from gun fire.

Other items


The DNA Key is necessary to regenerate Leeloo in the regen chamber.


The Crank can be used to raise and lower a fire escape.


The Mondoshawan Key is necessary to access the stone chamber in the Egyptian temple.


The Fhloston Tickets are necessary to board the shuttle for Fhloston.


ZFX Energy Cell is necessary to start the escape pod.

Power-ups


The healing power-ups will restore health.


The shield power-up will restore shield strength by 30%.


This will grant you one extra life.


This recharges Leeloo's psionic attack.


This power-up will provide you with a shield. If your character already has a shield, this power-up will recharge it 100%.