
PlayStation
NTSC U/C
PlayStation
TEEN
AGES 13+
CONTENT RATED BY
ESRB
SLUS-00373
PSX-3960.221.US
STARRING
BRUCE WILLIS
APOCALYPSE
ACTIVISION

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.
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 game 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.

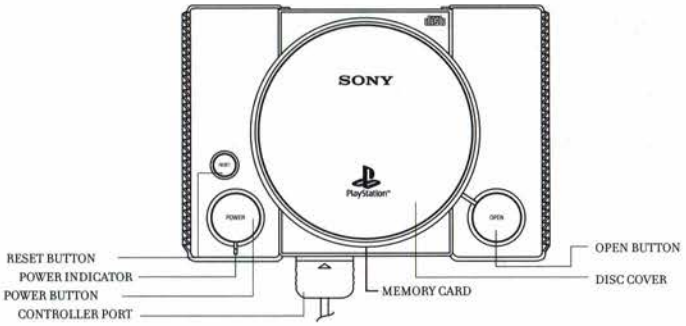
WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC:
- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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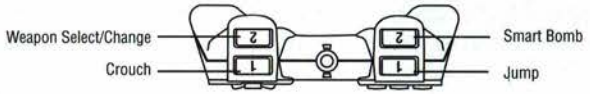
STARTING UP

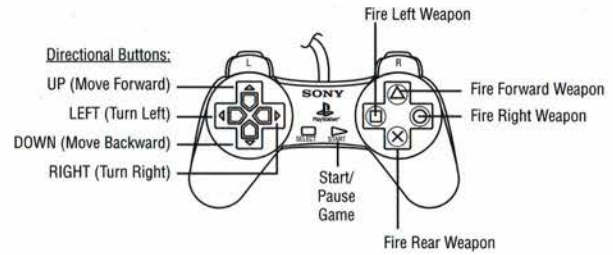


- Set up your PlayStation® game console according to the instruction manual.
- Make sure the power is off before inserting or removing a compact disc.
- Insert the Apocalypse disc and close the disc cover.
- Insert game controllers and turn on the PlayStation game console.
- Follow the on-screen instructions to start a game.

GAME CONTROLS

The default controller configuration is shown here. All references to button selection in this manual refer to the default controller configuration. You can change the controller configuration in the Options screen which is accessed via the Main Menu screen (see page 5).





DIRECTIONAL BUTTON

To select menu options, use the directional buttons up/down to navigate through the menu options, highlight the desired option, and press the × button to accept. Note: Apocalypse supports a

number of popular analog controllers. However, this section defines commands only for the standard PlayStation controller. If you want to play with an analog controller, refer to the analog section (see page 7). To change the default controller configuration, refer to the Options section (see page 5).

GAME RESET

To abort a game in progress, press the Start button to pause the game. Choose Quit from the menu to return to the Apocalypse title screen.

MAIN MENU

NEW GAME



Choose New Game at the Main menu to start a new game using the currently selected options.

LOAD GAME

Choose Load Game at the Main menu to load a previously saved game from the memory card. In the Load Game screen, select the name of the saved game file you would like to load and press ×. The word Empty indicates that there is no saved game in that particular slot.

OPTIONS

Choose Options to access the Options menu. In the Options menu you can adjust the difficulty setting of the game and the sound volume, configure your controller, or access other various options by selecting **Misc Options**. From the Miscellaneous Options screen you can view the credits and the opening movie, reset all options to their default configurations, center the game screen, and calibrate your analog controller (this is only for non-dual shock analog controllers).

OPTIONS SCREEN

DIFFICULTY

Choose Difficulty to adjust the difficulty setting for the game. You can choose between Easy, Normal, and Hard.



SOUND

Choose Sound to adjust the volume of the sound effect, music, and voices in the game.

CONTROLLER CONFIGURATION

Choose Control Config to alter the control buttons in the game. In Apocalypse, the move and shoot control is always the same in every configuration – you move with the Directional button and shoot with the ×, □, △, and O buttons. Only the L1, L2, R1, and R2 can be customized. To change the function of one of these buttons, select an action using the up/down Directional buttons, then press the button you to which you would like to re-map that action. Choosing Reset to Defaults returns the L and R buttons to their original configuration.

VIEW CREDITS

Choose **View Credits** to see the people behind the scenes.

VIEW INTRO

Choose **View Intro** to see the opening movie.

RESET TO DEFAULTS

Choose **Reset to Defaults** to revert all menu options to their original settings.

CENTER SCREEN

Choose **Center Screen** to adjust the game screen to better fit on your particular TV monitor. Use the Directional Buttons to adjust the screen. Press the × button when finished.

CALIBRATE ANALOG CONTROLLER

Apocalypse supports analog controllers. To calibrate an analog controller, follow the on-screen instructions. Apocalypse also supports the Dual Shock™ Analog Controller. The Dual Shock™ Analog Controller is auto-calibrating, therefore Calibrate Analog Controller will not appear as an option if a Dual Shock™ Analog Controller is plugged into Controller port 1.

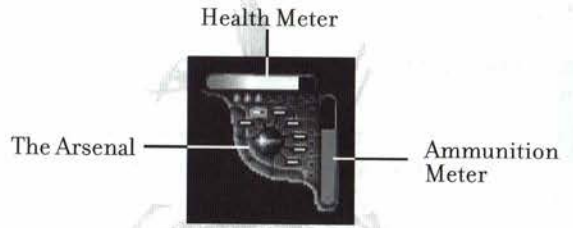
THE GAME

The Apocalypse world is not a friendly one. You, as Trey Kincaid, must fight your way through sewers, factories, and rooftops (to name a few) in your journey to defeat the Reverend. Of course, to defeat this barbarian you must defeat his Four Horsemen: Death, Plague, War, and the Beast. The key to successfully completing each level is simple — kill everyone and everything that's out to get you. You must protect yourself from the Reverend's minions. He will send all of them after you. Don't feel bad, you're doing them a favor. They live in hate and misery.

Weapons and power-ups can be found throughout each of the levels. You'll need these in order to successfully navigate through all of the levels and defeat the bosses. Health power-ups can make the difference between success and failure when the Reverend's forces attack en masse. Certain weapons are more effective against certain enemies, so be sure to pick them all up and try them out.

Good luck... You'll need it. Don't forget — shoot first, ask questions later.

HUD



THE ARSENAL

MACHINE GUN

This gun is not only the mainstay of your arsenal, it is also a technological wonder providing an unlimited supply of ammunition. While it is the least powerful of your weapons, it is the most reliable.



PULSE LASER

Firing rapid bursts of lethal green energy, the Pulse Laser is great for quickly dispatching hordes of enemies. Unfortunately, the increased fire rate of the weapon also depletes the supply of ammunition in a short amount of

time. Use your nano-tech skills to create this weapon from the Pulse Laser power-up materials found throughout some of the levels.



FLAMETHROWER

There is nothing like a having a barbecue... especially when you have the Flamethrower in hand. As the name implies, this baby shoots a thirty-foot flame at your chosen target. Enemies caught within the heat of this portable furnace will often combust into a fiery ball. This weapon really makes you feel the burn!



HOMING MISSILE

This weapon is ideal for nailing those hard-to-reach enemies. Simply fire the Homing Missile in any direction and it will seek out the nearest hapless enemy with a vengeance. Wham, bam, thank you, ma'am!



PARTICLE BEAM

If you want to shine a little light into someone's soul, and we mean it literally, the Particle Beam is the way to go. This weapon fires a fatal orange beam of energy that can cut through almost any opponent. The Particle Beam is so powerful, it can slice an enemy clean in half. Okay, so it's not so clean...



RIP LASER

Purple arcs of lightning shoot from this handy little weapon, electrocuting those caught in its path. This weapon is effective in taking out solitary enemies, but the smell afterward may leave something to be desired.



ROCKET LAUNCHER

The Rocket Launcher fires Hermes 9 energy rockets that explode in a ball of fusion upon contact with any surface. Those that are unlucky enough to be caught within the blast radius take a considerable amount of damage. Let's just say that you should keep your distance when you fire off one of these babies.



GRENADE LAUNCHER

One way to take out a guy trying to hide behind some obstacle is to lob a grenade right onto his lap. The Grenade Launcher is perfect for this. Give 'em a real lap dance, heh heh heh...

POWER-UPS



SMART BOMB

When you begin each level, you will start with three Smart Bombs. These are weapons you can use to clear out all the enemies who are within close range. The closer the enemies are, the more damage the Smart Bomb will inflict. The Smart Bomb can kill enemies and deflect enemy fire. These power-ups are hidden throughout the game and are essential to your success.



SMALL HEALTH

Small Health power-ups increase your health meter by 20%. These power-ups can be found throughout all the levels.



MEDIUM HEALTH

Medium health power-ups are a little harder to find, but well-worth the effort. They increase your health meter by 50%. These power-ups are absolutely necessary for your survival in some of the tougher sections of the game.



FULL HEALTH

Full health power-ups fully replenish your health meter. These are difficult to find but extremely useful. Stay alert as these power-ups are well-hidden. Blink and you might pass by one.

PRECURSOR TO THE APOCALYPSE

The future is a troubled place of seething masses and conflicting ideas. Sprawling metropolitan landscapes cover the earth. These industrial gothic centers rumble with internal chaos and external strife. Religion and Science have become the world's dominant cultural forces, each offering their own version of salvation. These two opposite pillars of life battle for disciples as humanity verges on the breaking point. Science seeks the answers to life in technology while Religion condemns it as the sure path to Armageddon.

For a while, Science seems close to proving technology is the answer to the complexities of modern life. Through the research of brilliant scientists, cloning, cold-fusion, and nano-technologies are no longer the stuff of science fiction. The miracles that Science has promised are inevitable.

Violently opposed to such progress is a mysterious figure known only as the Reverend. The Reverend is a false prophet who evangelizes his version of the gospel to a world teeming with lost souls. Desperate men and women latch onto his teachings by the billions. The Reverend preaches that the approaching scientific breakthroughs are an offense against the one true God and declares science to be blasphemy. He seeks to suppress all scientific progress as tools of Satan. With the President of the United States as a close

personal friend, the Reverend succeeds in having all scientific research banned. The anti-techno dogma of the Reverend has prevailed.

After eliminating all opposition, the Reverend proceeds with his true intentions. He turns to the same technology that he has publicly condemned to perpetrate evil. It is, ironically, the tools of forbidden science which will enable the Reverend to conjure up his own version of the Apocalypse. He can no longer wait for Judgment Day to arrive, it must take place immediately. This depraved cleric is planning the deaths of billions in a grand genocidal event that will leave the earth in smoldering ruins. The Reverend tells his followers that the Four Horsemen of the Apocalypse walk among them. Death, Plague, War, and the Beast are the heralds of the coming Judgment Day. The world is mesmerized by the Reverend and his fabled Horsemen. Will Judgment Day truly arrive as he has prophesied?

Only one man has an inkling of what the Reverend has in store for the world. He's a lone tech-renegade on the run named Trey Kincaid. Trey is a brilliant scientist whose rebellious ideas and breakthrough work in nano-technology have finally brought that fringe science beyond the prototype stage. At last, mankind is capable of creating complex machinery on the molecular level. Trey knew his experiments would one day provide the world with an answer to its prayers. But Trey's dreams are shattered when science is banned. The Reverend's thug "disciples" break into Trey's lab,

steal his research, and massacre his coworkers. Trey is captured, but not before he learns the truth.

While the Reverend was also decrying Science as the work of the devil, he was also secretly following Trey's research. With the information his thugs have stolen from Trey's lab, the Reverend plans to use his newly developed nano-tech resources to bring to life his own revelatory version of the Four Horsemen of the Apocalypse.

The end of the world is at hand, and the only true hope for mankind's salvation is Trey Kincaid.

CHARACTERS

MARY MAGDALENE

Mary Magdalene is a sexy rock diva with a global following. Her curvaceous body is always wrapped in skin-tight fashions of leather and automated nano-fiber. Mary's performances burst ear drums and break hearts from Maine to Morocco. During the height of her popularity, Mary died under mysterious circumstances. Her corpse was stolen from the morgue by devoted fans. But she turned up several days later alive and well. Mary looked sexier than she had in years. Apparently, it was just the latest publicity stunt from rock 'n roll's most controversial siren. She is just as popular as ever, even as her once easygoing lyrics have taken a turn to the dark side. Some

have accused her of delivering the Reverend's fatalistic message to the unwashed masses. One thing everyone agrees on is that when Mary grinds her sinful curves against her guitar and roars to the audience about the coming Apocalypse, doomsday doesn't seem so bad after all.

THE PRESIDENT

As the leader of the world's economic and military superpower, the President of the United States is the most powerful man in the world. His rise to power was as surprising as it was meteoric. He was a humble mayor of a small southern city until he was befriended by the Reverend who brought him instant international recognition. He won the presidency largely on the support given to him by the Reverend. The Reverend's millions of followers cast their vote for him after he was publicly endorsed as the only candidate who could save the country from drowning in its own moral turpitude. Ever thankful and indebted to the Reverend for bringing him to the ultimate seat of power, the President never makes a move without consulting his mysterious and powerful ally.

RAFER

Countless wars have turned the world into an endless battlefield. Amidst all the death and mayhem, one man has reaped immense profits. Rafer is the biggest arms dealer the world has ever seen. His monolithic War Factory alone produces more than ninety percent of

all the world's weaponry. Rafer is constantly searching for the next high-tech weapon of mass destruction to satisfy the bloodthirsty demands of warmongers, gangsters, politicians, religious zealots, and street thugs. His weapons can be found everywhere from blood-soaked war zones to elementary school playgrounds. He feels no responsibility or remorse for his role in the carnage that his weapons have wrought. Rafer has no loyalty to country or ideology. Greed is his religion.

LARRY

Larry is a science prodigy and Trey Kincaid's faithful lab assistant at the science research facility. He's skinny, shy, and has glasses that make the lenses on the Hubbell Telescope look thin. Although barely past his teens, Larry is exceptionally gifted and dedicated to scientific research to the exclusion of all else. His family and friends worry that he doesn't get out enough (Larry's idea of hot and heavy is atomic fission). He is the ultimate gearhead. He shares Trey's vision and has pledged to devote his scientific skills to make the world a better place. Despite his genius-level intelligence, Larry is still young and impressionable. Fortunately for Larry, Trey has taken him under his wing as he would have been easy prey for someone with less noble intentions.

CREDITS

DEVELOPED BY NEVERSOFT ENTERTAINMENT

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Programming: Dave Cowling, Mike Day, Kendall Harrison, Jason Keeney
Artwork: Chris Ward, Noel Hines, Mark L.Scott, Silvio Poretta
Design: Jason Uyeda, Chad Findley, Aaron Cammarata
Support: Lisa Edmison, Sandy Newlands, Christer Ericson

PUBLISHED BY ACTIVISION, INC.

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Creative Executive: Scott Pease
Associate Producer: Jenny Park
A.P. Localizations: Brian Clarke

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Equinoxe Artists and Animators: Ben Cheng, Andy Chung, Karen T. Delgadillo, Anthony Fung, John Grebas, Brian Heins, Aryeh Richmond, Sean Ro, Amie Haemi Yi
Movie Scoring and Sound Effects: Tommy Tallarico Studios
Game Scoring: Doxon Entertainment, Jeehun Hwang
Motion Capture: hOuse of mOves
Bruce Willis Head Model: Viewpoint Data Labs, Jason Turner
Bruce Willis Dialogue Recording and Editing: Soundelux Media Labs
Movie Screenplay: Jesse Alexander, Christian Gossett, Margaret Stohl

Motion Capture Actors and Voice-Over Talent:
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POE as Mary Magdalene/Plague
JOE FRANK as The Reverend and Larry/Death
TOM WYNER as Rafer/War and The President/Beast
Additional Motion Capture Actors: Barton Smith, Christian Gossett, Margie Luke

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Audio Post-Production: Kenny Ramirez
Sound Engineering: Michael Schwartz, Brian Bright

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Music Supervisors: Kelly W. Rogers, Joe Fischer
In-Game Music Video Editing by: Mattt Stubbs, Chris Hepburn

"CONTROL"
Performed by: Poe
Written by: Poe
Published by: Sony/ATV Tunes LLC (ASCAP), Apro Poe Go Music (BMI)
Music Video directed by: Mark Z. Danielewski
"Control" appears on Poe's upcoming album due out in 1999.
Poe appears courtesy of Fishkin Entertainment/Atlantic Records.

"WAR?"
Performed by: System of a Down
Written by: Daron Malakian, Serj Tankian
Published by: Sony/ATV Tunes LLC (ASCAP), DDevil Music (ASCAP)
Music Video directed by: Michael Perlmutter
"War?" appears on the debut album "System of a Down."
System of a Down appears courtesy of American Recordings by arrangement with Sony Music New Media Licensing.

"STOOPID"
Performed by: Snot
Written by Lynn Strait, Mike Doling, Jamie Miller, John Fahnestock
Published by: Almo Music Corp. (ASCAP) administers on behalf of Snot The Best Music
Music Video directed by: Christoffer Salzbeger
"Stoopid" appears on the Snot album "Get Some".
Snot appears courtesy of Geffen Records.

"BACK ON A MISSION"
Performed by: Cirrus
Written by: Aaron Carter, Stephen James Barry, Rene Padilla
Published by: Tola Music (ASCAP), Clanger Songs (BMI)
Music Videos directed by: Jason Farrand, Piper Ferguson
"Back on a Mission" appears on the Cirrus album "Back on a Mission."
Cirrus appears courtesy of Moonshine Music.

"ACCELERATOR"
Performed by: Gearwhore
Written by: Brian Natonski
Published by: Fatal Data (ASCAP)
Music Video directed by: Eric Meagher
"Accelerator" appears on the Gearwhore album "Drive."
Gearwhore appears courtesy of Astralwerks Records.

Soundtrack from APOCALYPSE coming soon! Details will be available at www.activision.com and www.gametraxx.com.

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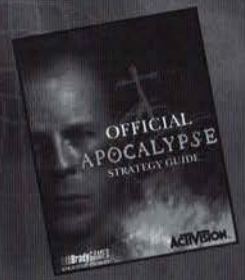
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