
PlayStation
NTSC U/C
PlayStation
EPIDEMIC
KIDS TO ADULTS
CONTENT RATED BY ESRB
SCUS-94152
94152
SONY
COMPUTER ENTERTAINMENT

Starting Up

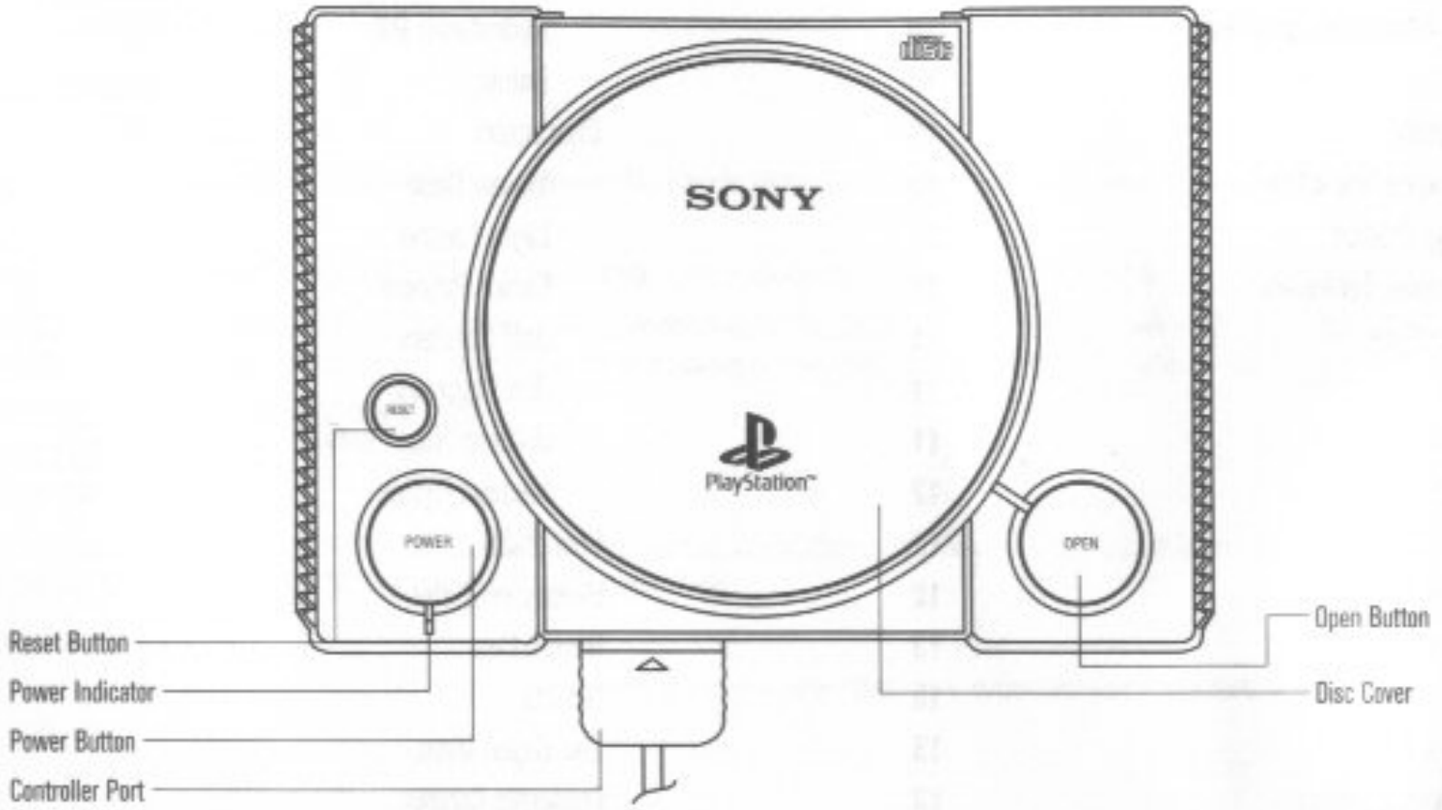


Insert the Epidemic™ disc and close the CD door. Turn the PlayStation game console ON. The opening video begins with Select NEW GAME or CONTINUE on the Game Start Menu and press the ⊗ Button to begin play. Select NEW GAME to go to the opening video. After it is over, the screen displays the Garage which contains your Protect Armor suit. Select MISSION START to begin play. Select CONTINUE (and press the ⊗ button) to skip the cinematic sequences and proceed to the Garage.



Save and Load

Game SAVE and LOAD operations are performed at the Garage. To LOAD, select LOAD GAME and the appropriate mission data. Each time you successfully accomplish a mission, you return to the Garage. Select SAVE GAME to record data for the next mission. One Memory Card records enough data for three missions.



Masao Coda A.D. 2065

I'm not the man I used to be. The weapons, the missions, the comrades – I've left them all in the past.

Battle after battle, day in, day out, my nerves have been worn down to nothing. There was only one thing that gave me the courage to face each new day of fighting: the will to destroy Byflos.

There was a time when I believed our cause, our struggle would accomplish something... freedom. But what is freedom?

Today, Byflos controls our air, our water, and our lives. The one place that the human race can survive is Neural City, an underground fortress locked away in the depths of the earth. Neural City is a cellar where the sun never shines, and the young have never seen the light of day. Here in this cursed hole, we live and die like rats. Sixty meters above, the earth is covered by the Gigari virus – a curse that kills everything it touches. We are trapped between a quick, excruciating death above ground and a slow demise below.

Michael Byflos, the fifth and most powerful head of the Byflos Dynasty, built Neural City. Byflos saved humanity from extinction. Some people call this place Paradise. Most live out their lives in Neural City in peace and physical comfort. The city is controlled by a giant computer, Sirus, humanity's electronic lifeline.

But I wonder whether Byflos really saved mankind. Maybe he simply sentenced it to a slow, and infinitely more degrading death. It's comfortable here, all right, but Neural City is no paradise. The speeches about freedom are nothing but lies. The Fifth Leader and his lieutenants in this underground empire have little concern for the fate of the human race.

Space is, of course, limited. It's the official rationale behind the administration's "population control" program. There were some, however, who saw through the propaganda to the sinister plot behind it.

They founded the resistance movement, Del Sol, which rebelled against the Byflos dictatorship. Del Sol members were branded as renegades and hunted by the administration. Carlos Potrero is Del Sol's leader. From the time I can remember, Carlos trained me to be a Del Sol soldier. To overthrow the Byflos tyranny was my mission, my sole purpose in life.

But that was a long time ago. Today, I'm too tired to go on – tired of the fighting, the bloodshed, the hatred. The face of the earth, the liberation and the Byflos conspiracy are all in the past.

Now, if only Layla, the woman I love is with me, it's enough. Layla's the only thing I care about, the one thing that makes life worth living.

Direction Buttons

Use Direction buttons to control Player movement. Press top button to advance and bottom key to retreat. Press left or right buttons to turn left or right. Direction buttons are also used to choose commands on Command Selection Screens.

Select Button + L1, L2 or R1, R2 Buttons

Press these buttons simultaneously to return to the center of the Protect Armor Weapon Sight.

Select Button + △ Button

If you have different types of missiles, press this button to select a missile.

Select Button + ○ Button

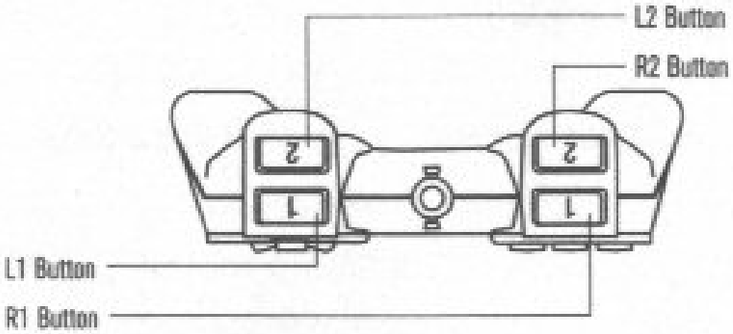
Press this button to skip video segments during game play.

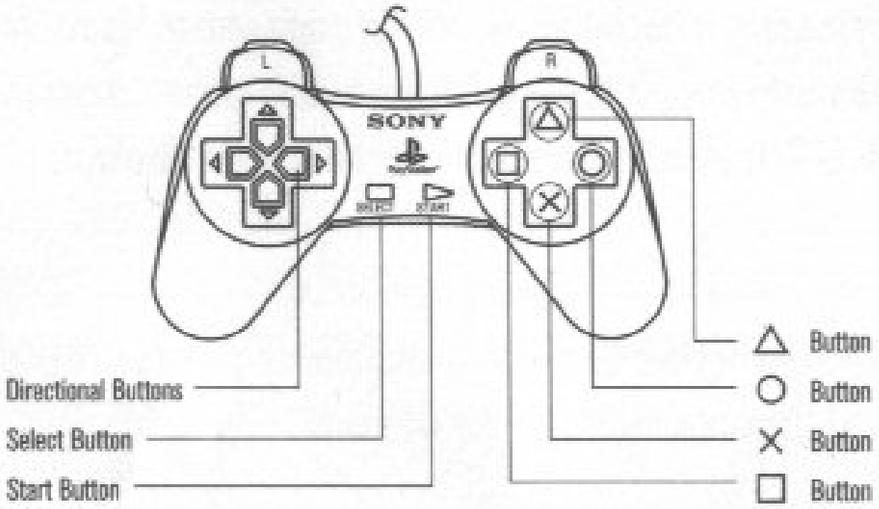
Select Button + ✕ Button

If you have special options for your Protect Armor, press this button to select the desired option.

L1, L2, R1, R2 Buttons

Press the L1 button to slide left, and the R1 button to slide right. Press L1 and R1 Buttons simultaneously to look up. Press L2 and R2 Buttons simultaneously to look down.





Start Button

Press to access and close Data Screen (see p. 10).

△ Button

Press to change operative weapon's firing capabilities. Press once for beam firing, again for machine gun firing, and again for missile firing. Firing options rotate accordingly.

○ Button

Press to open doors, activate switches, and access computer terminals. To activate switches and open doors, approach from the front and press. Press select and ○ Button at the same time to skip cinematic sequences.

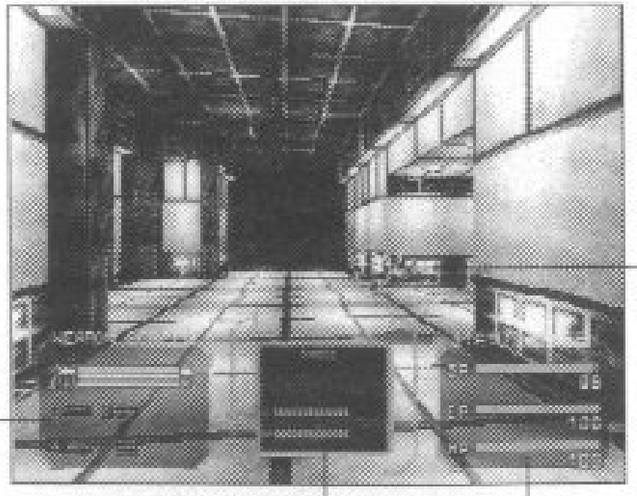
⊗ Button

Press to activate special options. At start of game only the Turbo Blast option is operable. Press the ⊗ Button while operating Directional Buttons to move or turn at twice the normal speed. On Command Selection Screens, press to execute selected command.

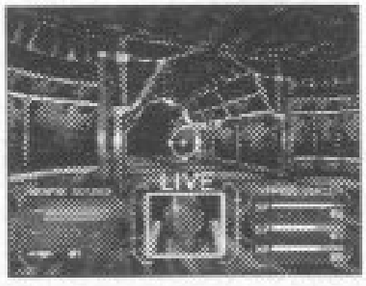
□ Button

Press to fire or discharge operative weapon.

Mission Screen



- **Weapon Screen** (Property Manifest)
- **Map/Data Screen**
- **Status Screen**
- **Weapon Site**

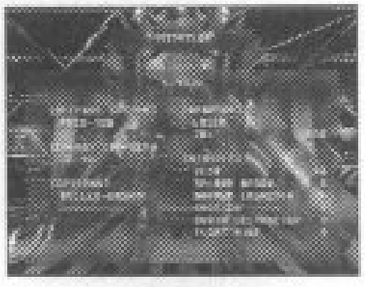


Data Screen

Communicates necessary information to Player using videos and voice. When Player encounters an enemy or acquires an item, this screen displays relevant data. When the Data Screen is active, the Map Screen is not displayed.

Weapon Site

Locates your weapon's effective target area and directs your fire. The site varies in height, width, and shape depending on the weapons.



Status Commands

Displays the operational status (equipment and capabilities) of your Protect Armor. It also displays the performance status of Defense Systems and Energy Charge, any available Special Options, and the weapons and ammunition in your possession. These parameters may change as the game proceeds.

Status Screen

Displays percentage of parameters of Protect Armor and Player capabilities.

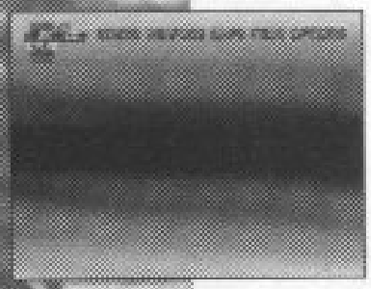
- **SP** (Shield Points) displays Armor Shield. If the SP energy level drops to 0, all damage received directly effects the Player (HP). Repair shield damage by acquiring Repair Parts.
- **HP** (Health Points) displays the players remaining endurance level. If HP energy level drops to 0, the Player dies and the game is over. Acquire a medical kit to repair player damage.
- **EP** (Exelgy Points) are necessary for activating the Protect Armor's Special Options. If EP energy level falls to 0, you'll be unable to use Special Options. To restore this energy level, acquire Exelgy or access a Charge Unit.

Map Screen

Displays map of player's immediate area. The map rotates around the Player. Use the optional command on your Data Screen to stabilize the map. Green indicates areas and corridors already covered by the Player. Dark green indicates areas and corridors where it is possible to walk. Walls and other obstacles are light green. Red indicates computer terminals. Blue indicates unsearched areas and corridors.

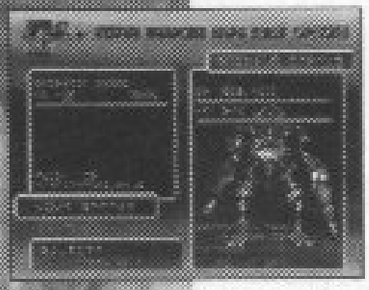
Weapon Screen (Property Manifest)

Shows remaining rounds of ammunition for weapon currently in use. From the top, weapons rotate between lasers, machine guns, and missiles. Change the current weapon by pressing the △ Button.



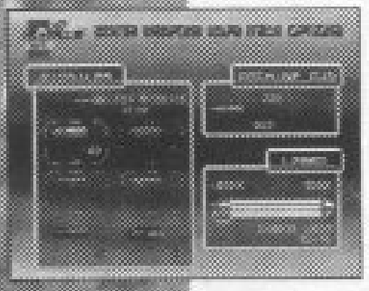
Accessing the Data Screen

The Data Screen is standard equipment on Protect Armor. To access, press the Start Button. Use the Directional Buttons to highlight an option, and press the ⊗ Button to select it. Press the △ Button to cancel a command. Press the Start Button again to exit the Data Screen.



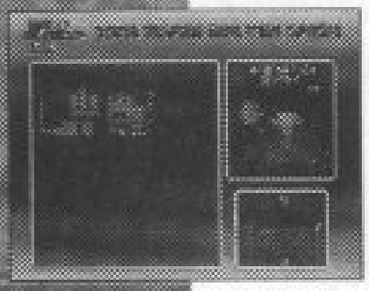
Status

Displays current condition of Player and Protect Armor. The Status Screen displays (1) **HP**, which indicates Player endurance; (2) **SP**, which indicates current Shield level; and (3) **EP**, which indicates Special Option energy.



Weapons

Displays the weapons currently in your possession and the remaining number of rounds of ammunition or energy. For missiles, displays the number remaining for each category. Change missile firing capabilities using this display.



Map

Displays a floor plan of the entire floor the Player is currently on. Green indicates areas and corridors already covered. Dark green indicates accessible corridors and rooms. Light green indicates walls and other obstacles. Computer terminals are shown in red. The areas not yet covered are shown in blue. The direction the player is currently facing is displayed in the small window at bottom right.

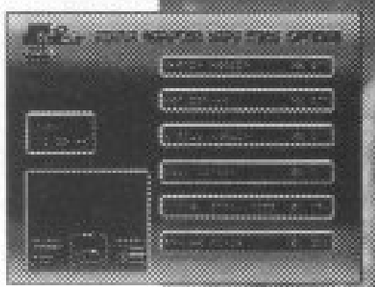
Item (Property Manifest)

Displays Items currently in Player's possession. Items other than weapons activate automatically as needed.

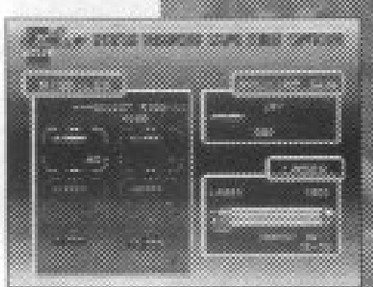


Options

Allows Player to change screen displays, and shows time elapsed since beginning the game.

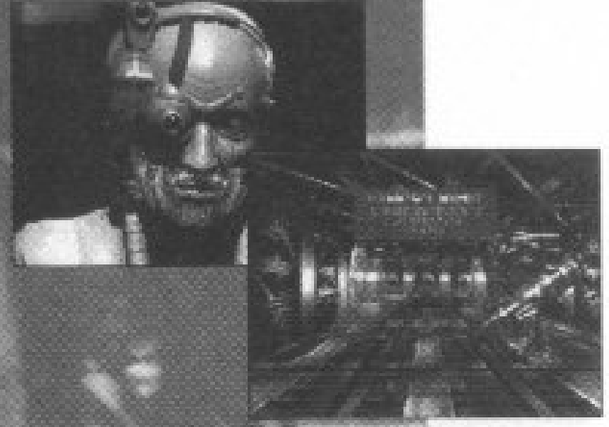


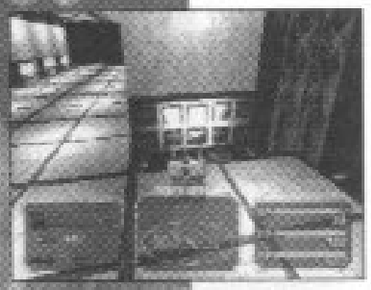
Weapon: Turn Weapon Screen ON and OFF.
Map: Turn Map Screen ON and OFF.
Status: Turn Status Screen ON and OFF.
Data: Turn Data Display ON and OFF.
Visual Stabilizer: Turn this on to see up-and-down movement of armor while walking.
Map Rotation: Turns Map Rotation ON and OFF.

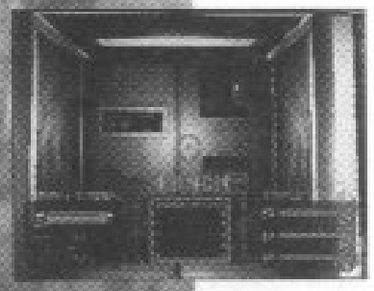


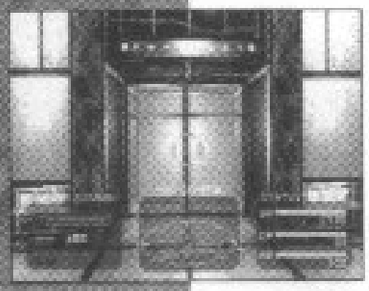
Mission Objectives

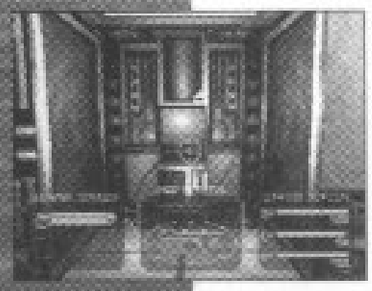
To get into your Protect Armor suit, and accomplish a number of various missions while fighting enemies you encounter. To solve the game, pay close attention to the video clips you see during these missions.











Garage

The Garage is the starting point for every mission. Once you have accomplished a mission, you return to the Garage. In the Garage, a repairman named Jim provides you with valuable information for your next mission. Also, the items that are brought back can fortify the Protect Armor.

Item Acquisition and Use

Acquire items by moving directly over them. Note: You cannot pick up items when your Shield, Exelgy, or Hit Point level is at 100%. Item chambers house necessary items. Press the ◎ Button to open these chambers, and press again to acquire the item inside. Key Cards and Record Cards remain with you to use when you arrive at their needed locations.

Doors

To open most doors, stand directly in front of the door and press the ◎ Button. Some doors require a corresponding Key Card to be opened. You must devise other means to open certain doors.

Elevators

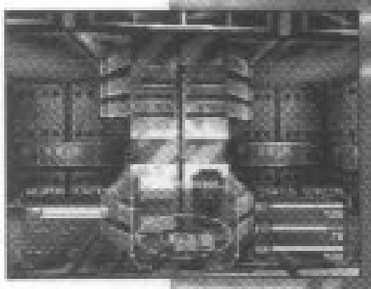
Open elevators like normal doors. Stand directly in front of them, press the ◎ Button then enter. To take the elevator to the next floor press the ◎ Button in front of the control panel on the right hand side.

Activating Switches

Most switch levers release door locks. To turn switches ON and OFF, stand directly in front of them and press the ◎ Button. To activate door lock release switches, stand directly in front of them and press the ◎ Button.

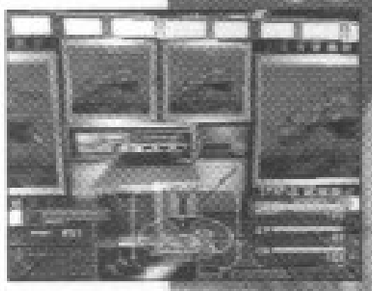
Exelgy Station

To replenish the EP (Exelgy) of your Protect Armor, stand directly in front of an Exelgy Station and press the ◎ Button.



Computer Terminals

To play recorded data, stand directly in front of a Computer Terminal and press the ◎ Button. If you have a Record card, you can see the recorded data on the card.



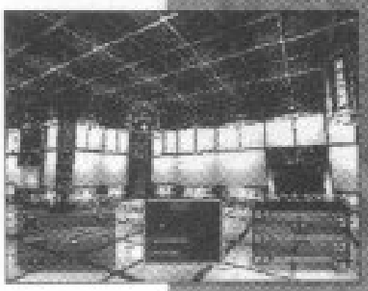
Game Over

A game is over when you complete the last level, or when your HP level drops to zero. When the game is over, you automatically return to the Game Start Menu. If you are not using a Memory Card, you can only select NEW GAME and begin the mission from the Garage.



Radar

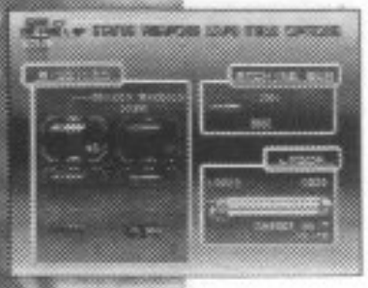
Your Protect Armor is equipped with radar which allows you to detect enemies at close range. When most enemies are within a certain distance of the Player, a warning alarm sounds. The closer the enemy approaches, the more the alarm sounds. Note: Radar cannot detect certain enemies.



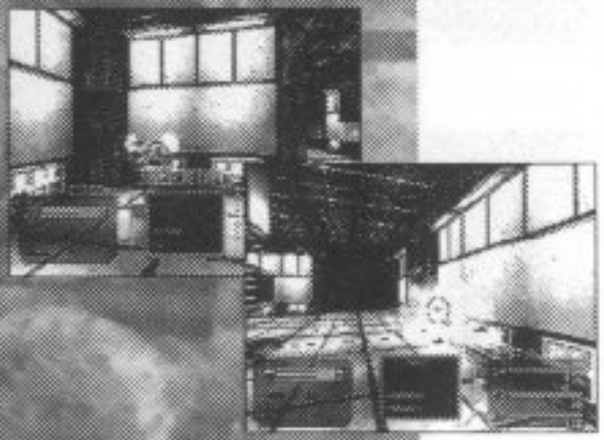
Combat

When you encounter an enemy, center it in your weapon site, and press ▢ Button to fire your weapon. Enemies can attack from above and below, as well as from straight ahead. Press L1 + R1 to look up, and L2 + R2 to look down. Destroying an enemy usually entitles you to acquire an Ammunition Pack, Repair Part or other items.

Types of Weapons



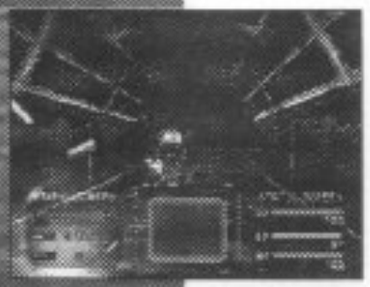
Your Protect Armor can carry and operate three categories of weapons: laser weapons, machine guns, and missile launchers. Keep careful tabs on your levels of energy and rounds of ammunition. Use them effectively in the appropriate situations. Press △ to change your current weapon. If you have more than one missile type in your possession, change your operative missile launcher by pressing Select + △. You can also change your current missile launcher by using your Data Screen's Weapon Select.



Laser Weapons

Protect Armor laser weapons use energy as their destructive power source. Energy is divided into two categories: Charge Unit and Energy Tank. Firing a laser weapon consumes energy from the Charge Unit indicated by a thin, yellow bar graph. The Charge Unit replenishes its energy level over time. When there is no energy remaining in the Charge Unit, energy is consumed from the Energy Tank indicated by a light blue bar graph. Unlike the Charge Unit, the Energy Tank does not replenish its energy level over time.

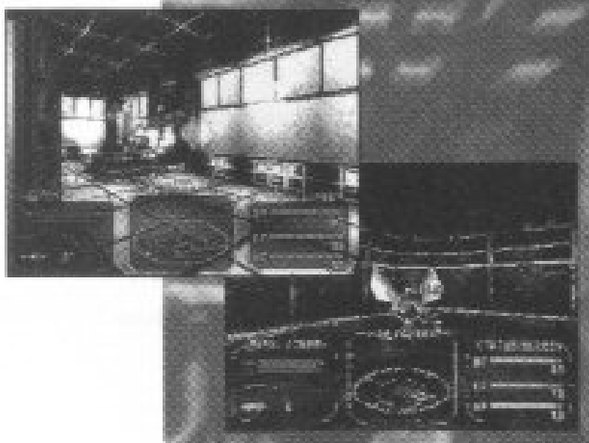
Note: If you acquire a Fermion, you can store its energy level to 100%. When the energy level of the Energy Tank reaches zero, you can no longer fire laser weapons unless the Charge Unit has replenished itself.



Machine Guns

All machine guns use the same type of ammunition. You cannot fire machine guns when their ammunition supply reaches zero. Restore your ammunition supply by acquiring Ammo Cartridges. The machine-gun that comes as standard equipment on your Protect Armor suit is the Zax Gun, a small-caliber machine gun.

Note: On your first mission, the setting on the automatic firing switch is in need of repair, so the Zax Gun will jam.



Missiles

Your Protect Armor suit is equipped with missile launchers in each shoulder, and you can fire all six types of missiles from these launchers. When your remaining missile supply is zero, you can no longer use that missile type. You can acquire missiles as items. Your Protect Armor can fire the following types of missiles:

Veda

Single-shot homing missile. The most general missile in your Protect Armor's missile arsenal.

Splash Arrow

Fires two missiles simultaneously from each shoulder. These converge on the target. Capable of inflicting serious damage.

Napalm Launcher

If you score a direct hit on an enemy or obstacle, a highly flammable liquid spreads quickly and covers the entire impact zone in flames.

Erosion Missile

This missile's plastic casing shatters upon impact, releasing a concentrated corrosive gel. Once exposed to air and metal, the gel begins a progressive chain reaction that renders metal parts inoperative.

Brain Destructor

Destroys the enemy's built-in computers by emitting ultra high-intensity neutron, electro-magnetic waves.

Float Mine

A type of floating time bomb. Floats in the stationary position from where it was launched, then detonates 10 seconds after launching.

Caution: (Excerpt from IPKF Survival Handbook)

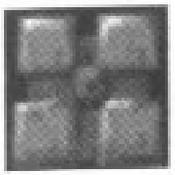
Exercise extreme caution when using Napalm Launcher and Float Mine. If you are caught in the explosion, you receive serious damage as well.

Items

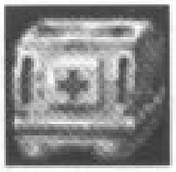


Items are grouped by function into four broad categories: Restoration Items, Rebuilding Items, Card Items and Weapon Items. Following is a description of each of these items.

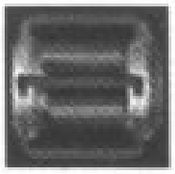
Restoration Items



Ⓐ Repair Parts
Replenishes Protect Armor Shield (SP) by 200 points.

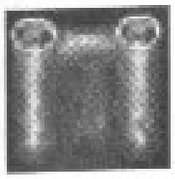


Ⓑ Medical Kits
Replenishes Player Endurance (HP) by 20 points



Ⓒ Exelgies
Replenishes Special Options Energy (EP) by 10 points.

Rebuilding Items



Ⓓ Energy Packs
Increases energy for laser weapons.

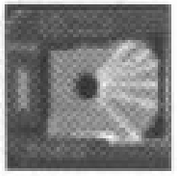


Ⓔ Shield Packs
Boosts the level of Shield Energy.

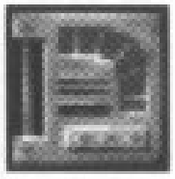
Card Items



Ⓕ Key Cards
Opens locked doors. Key Card colors correspond to door colors.

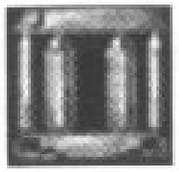


Ⓖ Record Cards
Play video recorded on these cards at computer terminals.

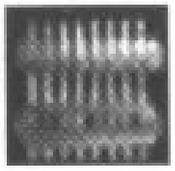


Ⓗ Master ID Cards
Necessary to access data from some computer terminals.

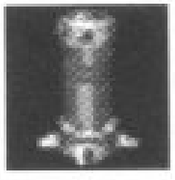




I Fermion
Replenishes energy for laser weapons by 100 points.



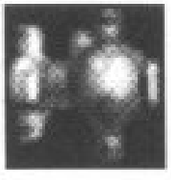
J Ammo Cartridges
Increases ammunition machine guns.



K Veda Missiles



L Splasher Arrow



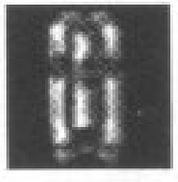
M Napalm Launcher



N Erosion Missiles



O Brain Destructor



P Float Mines

Basic Search Procedures

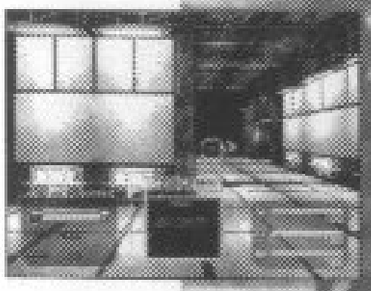
The first task of any mission is to review all related maps with your Data Screen. Start your search after gaining a firm understanding of the size and layout of the floor you are on. As you search, check every room and corridor on the floor.

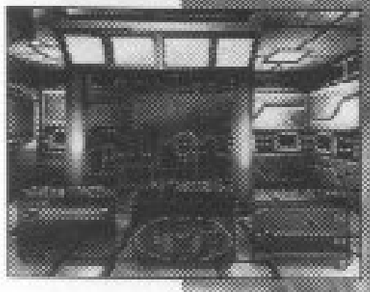
Note: It is possible to accomplish a mission without searching every area on the floor map. However, failing to acquire all items and data on any floor can prove fatal on later missions. Proper search protocol requires more time, but thoroughness pays off in the long run.

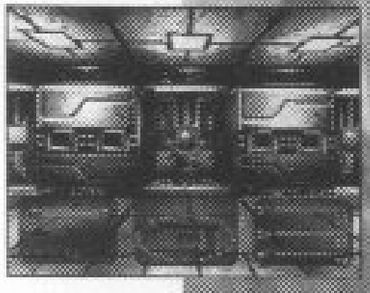
Traps

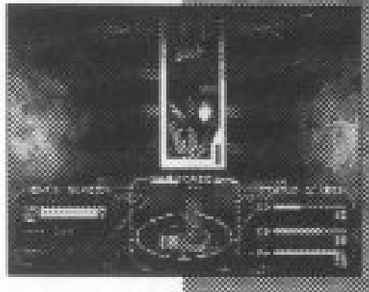
Activate all switches when you discover them. In the event of multiple light boxes that change color when you press the ◎Button, basic procedure calls for standardizing the colors. Even if there is no immediate change something may be happening elsewhere. If a place comes to mind, proceed there immediately.

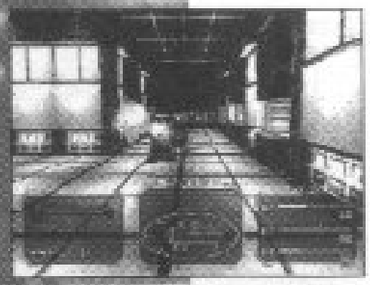
Some doors cannot be opened even with a corresponding Key Card. Under these circumstances, you must devise a way to open the door using the items you have acquired and the enemies you have encountered so far on your mission.

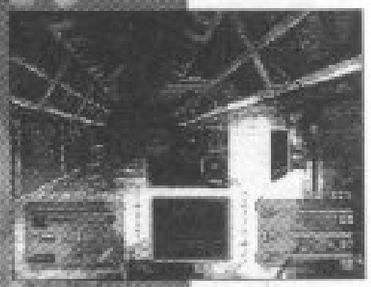












Basic Combat

You will encounter many different kinds of enemies on each mission. Each type of enemy has different weapons, movement patterns, and other combat characteristics. Some attack by direct ground or aerial assault when they detect an intruder. Others will fire from a stationary position. You can slip past some enemies without engaging in combat if you escape detection.

Your most decisive advantage in combat is a thorough understanding of your enemies' behavior patterns. Exercise extreme caution at all times, because some enemies with identical or similar appearances use different weapons, and combat and assault patterns. When your Protect Armor Radar Surveillance Unit (RSU) detects an enemy, you receive information regarding the enemy's name, type, and weapons through the DataVoice Communication System. Use this data to predict the enemy's combat behavior and formulate your assault strategy.

To maximize your combat advantage, use weaponry best suited to the individual combat situation. Recommended Del Sol Combat Guidelines for Weapons Use are discussed below.

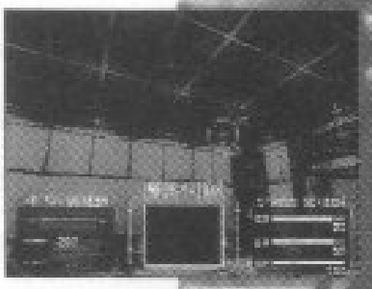
- On early missions, use laser weapons as a primary means of attack, saving machine guns and missiles for later encounters.

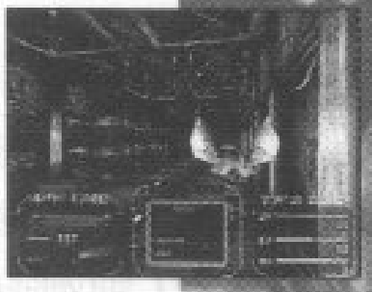
- Once your Energy Tank reaches zero, you will be unable to fire laser weapons. Switch to machine guns when your Charge Unit runs out.

- Your Protect Armor is equipped with DPR missiles, but you cannot replenish this supply during your mission. Save missiles when possible, using them only for difficult enemies.

- Ramming an enemy with Protect Armor in the High Speed Option Mode inflicts severe damage to some enemies, but is ineffective with others. Use this tactic only as a last resort when your entire weapons arsenal is inoperable.

- Different enemies have different weak points. Some can be severely damaged with one specific weapon, but are not affected by others. Discover these characteristics through actual combat. The more data and experience you accumulate, the higher the probability of accomplishing your mission.





The Enemies (Byflos Combat Robot Catalog)

You will encounter over 40 different types of enemies during your missions. Reconnaissance data on the characteristics of seven robot categories is listed below. Use this information as a reference when you encounter them in combat.



❶

❶ Neural Patrol 1 (NP1)

Primarily an aerial surveillance robot armed with laser weapons only. Low defense capabilities. Detection of intruder presence by NP1 surveillance cameras alert Central Control Dispatch. Neural Patrol 2 (DPR: Code Orange) units are automatically dispatched to site. No special strategy required.



❷

❷ Peacock Attack Unit

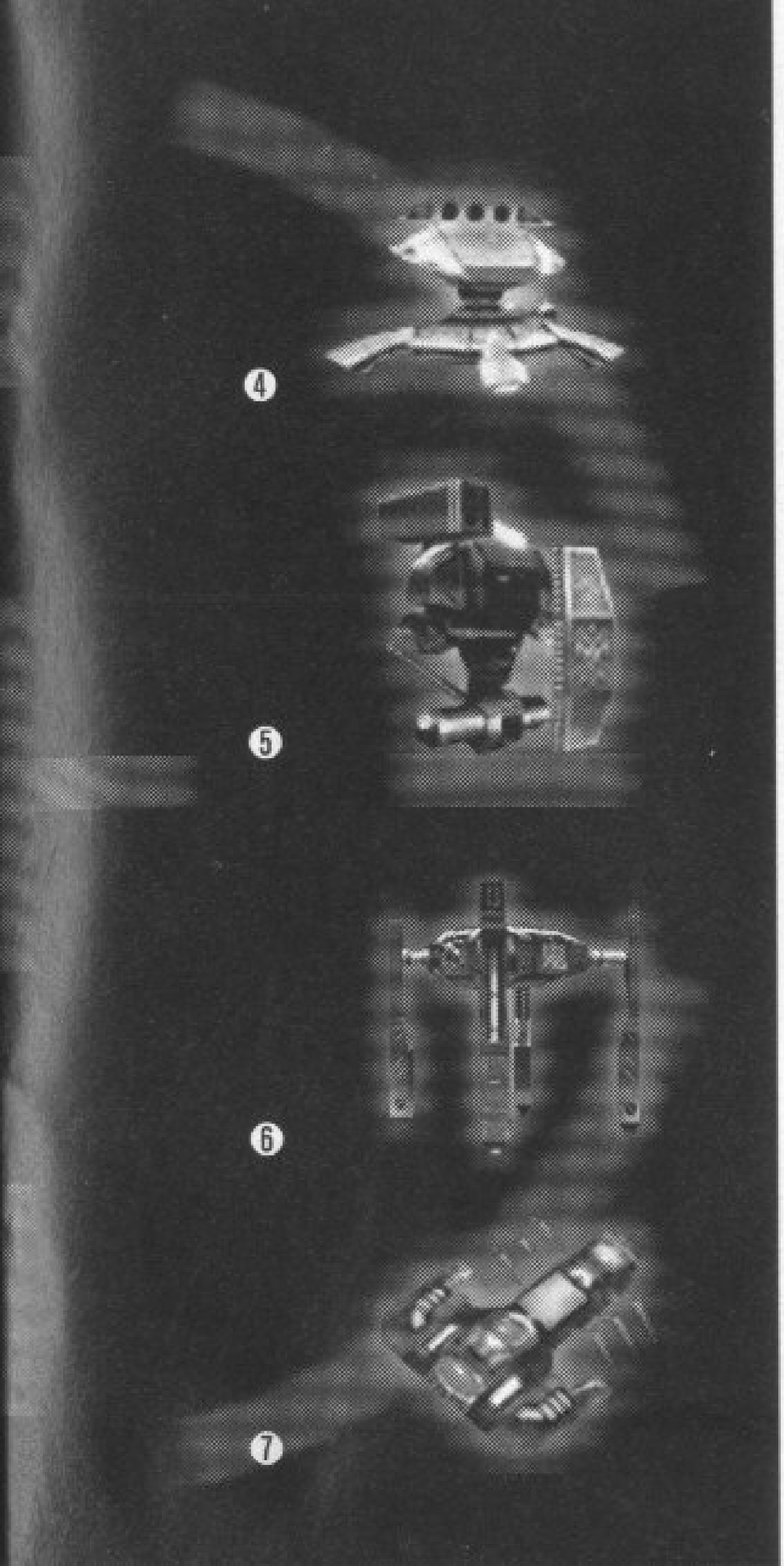
Stationary battery armed with right- and left-side Veda and Zax turrets. Recommended strategy: (1) Take protective cover. (2) Attack from a well-guarded position.



❸

❸ Topspin

Attacks by charging and revolving its perimeter guard shields at high speed. Upon detection of intruder presence, this unit circles behind invaders and attacks their rear flank. Recommended strategy: Pay close attention to Radar Surveillance Unit (RSU) readings.



❹ Tower Patrol

Uses missiles to attack. Once missile supply is exhausted, it retreats and returns with a new supply of missiles. Recommended strategy: Destroy before it can reload.

❺ Kenkos 2

Developed as anti-Protect Armor unit. Features outstanding speed and mobility. Heavy machine guns and shield give this unit high DPR capabilities.

❻ Hydrotaran RR

Equipped with Veda and Zax weaponry and protective armor plating. Extra Zax magazine for extended automatic firing capabilities gives this unit a high DPR rating. Recommended strategy: Do not engage in direct frontal combat.

❼ Dalnie

Attacks by direct frontal charge. Carries large energy supply in the unit body. Rams intruders and explodes upon impact. Can inflict heavy damage to Protect Armor. Recommended strategy: Avoid close contact and destroy at a distance.



Masao Coda

Born: August 1, 2036. Age: 29. Nationality: Japanese.

Lost mother and father at an early age. No recollection of early childhood. Mother reportedly died in the Gigari virus epidemic of 2038. Raised and trained by foster father and Del Sol leader Carlos Potrero, who instilled in Coda deep anti-Byflos feelings. Joined the Del Sol resistance at the age of 12 and rose to the rank of Captain of the elite corps. Met Layla Carmel three years ago, resigned from his unit, and left the organization.



Layla Carmel

Born: February 14, 2042. Age: 23. Nationality: Chilean.

Masao Coda's girlfriend. The reported daughter of a rich Chilean landowner, she had a very privileged childhood. Met Coda three years ago and currently lives with him. A kind, courageous woman with a strong sense of justice and right.



Carlos Potrero

Born: April 29, 2008. Age: 57. Nationality: Italian.

Resigned as commissioned officer in the Italy Army to join a French mercenary unit. Entered the International Peace Keeping Force (IPKF) in 2033. Promoted to White Lightning Polar Special Tactical Forces Unit in 2037. Participated in the top secret mission in 2038 with team leader Captain Matt Coda regarding the suspicion of viral pollution at the Byflos Group's South Pole Observation Base. Subsequent post-mission movements unknown. Currently listed as No. 1 on Neural City's Ten Most Wanted Criminals list for political crimes as the leader of the Del Sol resistance.

Jeff Sanders

Born: November 2, 2030. Age: 35. Nationality: American.

Del Sol's second-in-command and an original militia member. Commands the active soldier regiment under Carlos Potrero. Outgoing, aggressive personality. Displays absolute bravery and is a cool-headed strategist in difficult circumstances. Was a fellow soldier and close personal friend of Masao Coda until Coda left Del Sol three years ago.



Jim Flannery

Age: 58. Exact date of birth and nationality unknown.

Technical specialist with the defunct International Peace Keeping Force, and leading weapons and Protect Armor expert. Supports the Del Sol cause, providing the organization with assistance in the form of information and technical advice. Uncompromising personality with the pride of a master craftsman.



William "Doc" Lefleur

Age: 50. Exact date of birth and nationality unknown.

Ex-IPKF medic and Del Sol sympathizer. Not officially licensed to practice medicine in Neural City, but provides medical services to Del Sol members.



Michael Byflos

Born: June 6, 2014. Age: 51. Nationality: Chilean.

Oldest son of Karl Byflos and Fifth leader of the Byflos Group. Assumed control of the Byflos empire after the death of his father in 2038. Diversified business activities, and consolidated the organization to new levels of efficiency and prosperity. Known for his iron will, Byflos is feared for his cold-bloodedness.



Post 2038

On August 16, 2038, the presence of an unknown virus was discovered by IPKF Surveillance Satellite radar in the vicinity of the South Pole Observation Base of the Byflos Group. On suspicion of violation of International Treaty Regulations, members of the IPKF's elite White Lightning Polar Tactical Force were dispatched to conduct a fact-finding survey into the matter.

Minutes before landing at their destination, their Lyger Attack Helicopter was shot down by SAM missiles from the South Base's Perimeter Defense System. Captain Matt Coda and Lieutenant Carlos Potrero survived the crash and succeeded in penetrating the South Base. After a siege-like assault lasting days, they succeeded in destroying the South Base and the evil mastermind, Dr. Thomas Kim, as well as Karl Byflos.

Thanks to the heroic efforts of Coda and Potrero, The Byflos Group's Genetic Engineering Plan created by Dr. Kim was prevented from being unleashed and unprecedented international disaster averted at the last moment. The details of this mission have not been officially released to the public – and are still currently unclear.

After the death of Karl Byflos destruction of the South Base, he was succeeded by his eldest son Michael as 5th leader of the Byflos Group. Immediately following the incident, an unknown deadly virus – named the Gigari Virus – suddenly spread with unprecedented speed and lethal intensity. It possessed highly virulent infectious capabilities. The death rate was virtually 100% within 10 days after the appearance of symptoms. The Gigari Virus literally decimated earth's population of over 10 billion people to less than 100 million in under two months.

Later experiments revealed that the virus was not transmitted in environments devoid of ultraviolet light rays. Upon announcement of these findings, Michael Byflos announced that the Byflos Group would accept all survivors as citizens and permanent residents and guests in a vast underground experimental habitation complex called Neural City, located in Latin America, under construction since 2032 and scheduled for completion in 2040. In 2038, Neural City became the last human outpost on planet earth.

But the path underground was not to be a smooth one. Hostilities broke out between the Byflos Group and the International Peace

Keeping Force over administrational policies concerning the government of Neural City. The struggle war ended in victory for the Byflos Group, which established itself as the official ruling body – with much leftover hostility on both sides.

History of Byflos

1946

First Leader Kurt Byflos emigrates from Germany to Chile after World War II and establishes the Byflos Corporation with the main business lines of manufacture and sale of chemicals and pharmaceuticals.

2030

Fourth Leader Karl Byflos diversifies business lines to include moves into foodstuffs, communications, petroleum, mining and armaments. The Byflos Group becomes the world's most powerful international conglomerate.

2035

Byflos begins construction of the South Pole Observation Base as its new R&D center for clone research and repopulating via genetic engineering.

Byflos researcher Dr. Thomas Kim becomes the youngest recipient of the Nobel Prize in Medicine at the age of 33 for his research on genetic curative techniques. Kim assumes the post of Director of Research at Byflos Corp., and initiates new bio-genetics research project at the South Base.

2038

Discovery of presence of an unknown virus on South Base perimeter. The Base is destroyed days later by an accidental explosion during a routine IPKF fact-finding mission into the matter. Karl Byflos and Thomas Kim are killed in the blast, and Michael Byflos assumes the position of the 5th leader of the Byflos Group.

Days after the incident, outbreaks of a new virus of unprecedented toxicity – subsequently named the Gigari Virus – are reported worldwide. Within months, the human race is pushed to the brink of imminent extinction. Michael Byflos announces that the Byflos Group will accept all survivors as permanent residents and citizens in its soon-to-be-completed underground Neural City complex near the Chilean-Bolivian border. Byflos Construction teams work night and day to make the complex ready for habitation two years ahead of schedule. The human race escapes from the threat of extinction.

*Excerpt from the Byflos Group's corporate profile, 2065

"My friends and fellow citizens. Twenty-seven years have passed since the tragedy which took my father's life and drove us underground. I'm sure that many of you must have thought, as you saw your friends and loved ones falling around you and the human race pushed to the brink of extinction, oh God, have you forsaken us? However, all of you today are alive. Not only alive, you are safe, without hunger and enjoy many comforts your forefathers could never have envisioned.

Today, twenty-seven years after the accident that will live in the halls of infamy forever, we stand on a new threshold...I have no intention of proclaiming myself as the savior of mankind or take credit in any capacity. I would like to say, however, that thanks to the foresight, diligence and good will of the Byflos Group, that is has continued to this day. And all of you today living in Neural City have indeed been chosen to usher in a new era of progress – the next generation. We already have no place we can live and survive but here.

To live through the inscrutable fate that God has seen fit to give us, the human race far and wide must be superior. To make for ourselves a brighter, richer future, our only future, we must leave superior genes to future generations!"

(Excerpt from a speech by Leader Michael Byflos on Independence Day, Neural City, 2065)

Neural City

Neural City is a vast underground city which Michael Byflos took the leadership and began construction on in the first half of the 2030s. It is located near the Chilean-Bolivian border – 60 meters underground. It is completely shut off from the earth's surface; no sunlight reaches its perimeter.

Neural City's environment is controlled at constant levels of temperature and humidity by an enormous computer located within the complex, called Syrus. It houses the remaining members of the human race. Michael Byflos, who for years entertained serious doubts for mankind's future, made the decision to build an underground fortress. Once the Gigari virus began to spread with explosive speed and unprecedented intensity, he proposed that the survivors that were left would be accepted as permanent residents of the Neural City complex.

Neural City became the last outpost of human life on the planet. When, in 2039, Byflos proclaimed Neural City's Declaration of Independence, a civil war broke out between the Byflos Group and the International Peace Keeping League, who pledged to fight the secession. The Byflos Group emerged victorious from the conflict, becoming the world's lone nation-state. For the purposes of safety, strict population control procedures were instituted and still strictly enforced today.

Del Sol

The Del Sol movement is an anti-government resistance movement pledged to overthrow the Byflos Group's dictatorial rule in Neural City. The name Del Sol implies the objective of returning to life on the earth's surface and under the sun. Del Sol was designated an illegal organization by the Neural City government, and went into hiding to continue their operations. The current leader, Carlos Potrero, is Neural City's Most Wanted Criminal.

The Del Sol organization has voiced strong protest against the dictatorial rule policies of the Byflos administration, especially population control, DNA supervision and genetic selection.

Del Sol was founded by Matthew Takashi Coda, formerly a Captain in the IPKF and Squadron Commander of the elite White Lightning Polar Tactical Forces Unit, in 2039. Coda and Potrero were reportedly marked as enemies by the Byflos Group in 2038, when they penetrated the South Base on the IPKF reconnaissance and fact-finding mission that led to the destruction of the Base and the deaths of Karl Byflos and Thomas Kim.

After being designated as an illegal organization and ordered to disband, they armed themselves with weapons and Protect Armor in defense against the army of Byflos killer robots sent to destroy them. Since then, the organization has evolved into a specialized combat organization. Del Sol policy forbids attacks on human beings. There have been incidents in which citizens have become accidentally involved in hostilities and lost their lives.

The Gigari Virus

The original strain of this virus was a lethal virus discovered in Rwanda, Africa in the late 2030s. Using this as the base, Doctor Thomas Kim, Director of Research at the Byflos Group, in experiments at the Group's South Base, succeeded in producing a strain exponentially more toxic and contagious than the prototype Gigari. It is transmitted in the air. Once inside a human host, the virus multiplies at an unprecedented rate, devouring the body's supply of red blood cells. Death is inevitable within 10 days after the initial outbreak of symptoms.

Once the first symptoms appear, the disease will run its normal course regardless of environmental conditions. In an ultraviolet ray-free environment, however, it cannot be transmitted. The Byflos Group is reportedly involved in a massive project to develop a cure, but all related information has been classified as Top Secret by Neural City government authorities.

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