
PlayStation
NTSC U/C
PlayStation
TEEN
CONTENT RATED BY ESRB
SLUS-00236
750210
FADE TO BLACK
ELECTRONIC ARTS

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GETTING STARTED

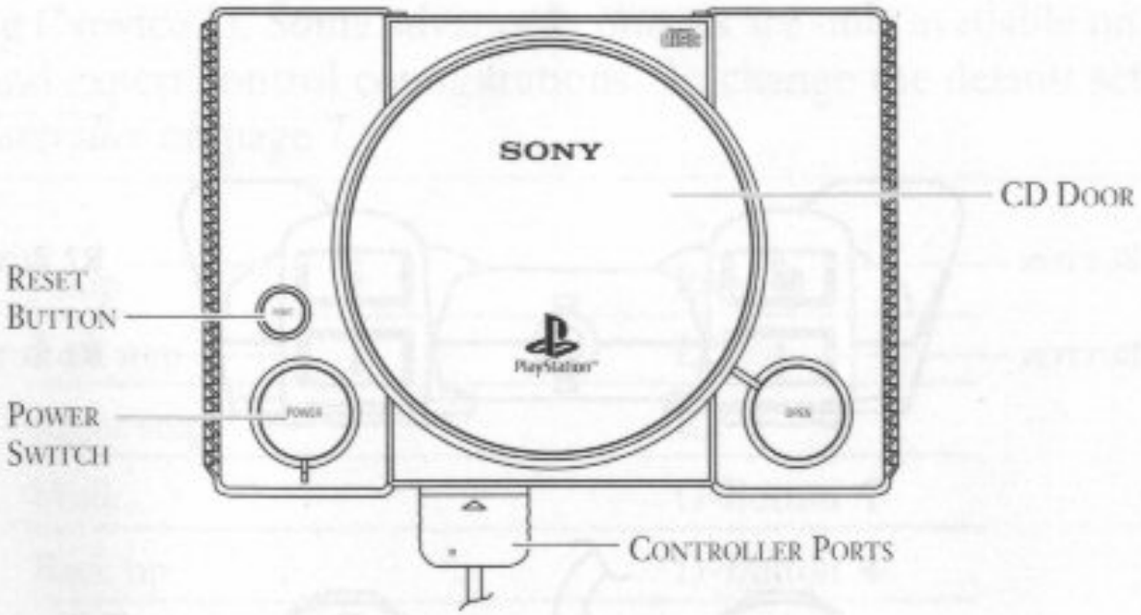
Introduction

2190 AD. The solar system is in the clutches of an alien race, a race beyond control. Morphs—all surface, no substance—are able to replicate any shape at will. Controlled by auxiliary-master brains, this breed of impostors has systematically reduced mankind to a whimpering quagmire of indecision and paralysis.

Enter Conrad. Plucked from a cryogenic slumber, the hero is installed in a moon-based penitentiary where he befriends dissident leader John O'Connor, also a prisoner. The pair escape to an orbital base occupied by Mandragore, the rebel organization with whom O'Connor is affiliated.

Thus Conrad is recruited—his mission, as saboteur, to run covert missions for Mandragore in attempt to destroy the Morph empire. Conrad knocks down the walls one by one, until he discovers the
true meaning of a twisted mind.

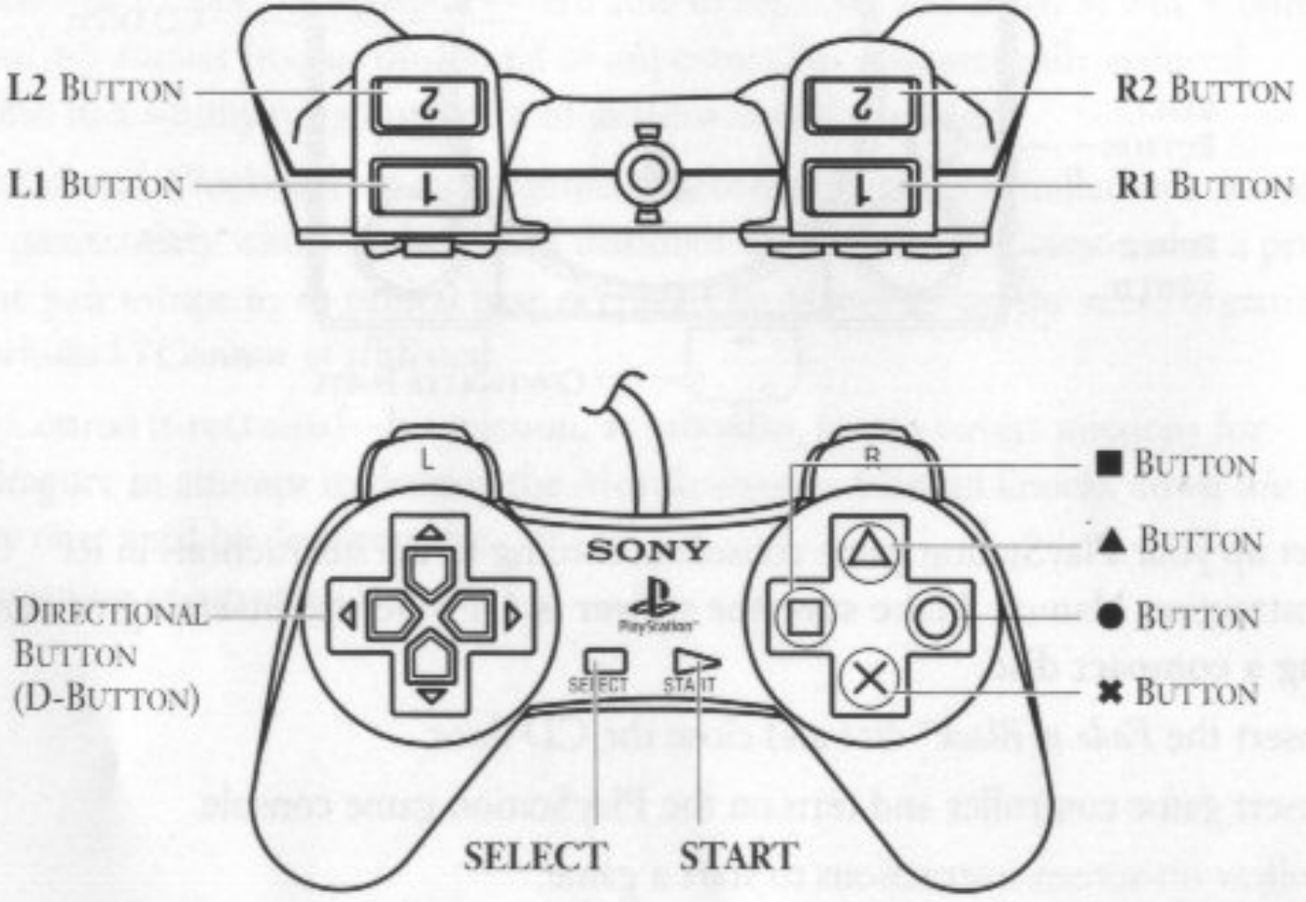
Starting the Game



1. Set up your PlayStation game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *Fade to Black*™ disc and close the CD door.
3. Insert game controller and turn on the PlayStation game console.
4. Follow on-screen instructions to start a game.
5. Following the introduction sequence and credits, the Main menu appears. See *Main Menu* on page 6.

- To skip the introduction sequence, press ✖ or **START**.

Control Summary



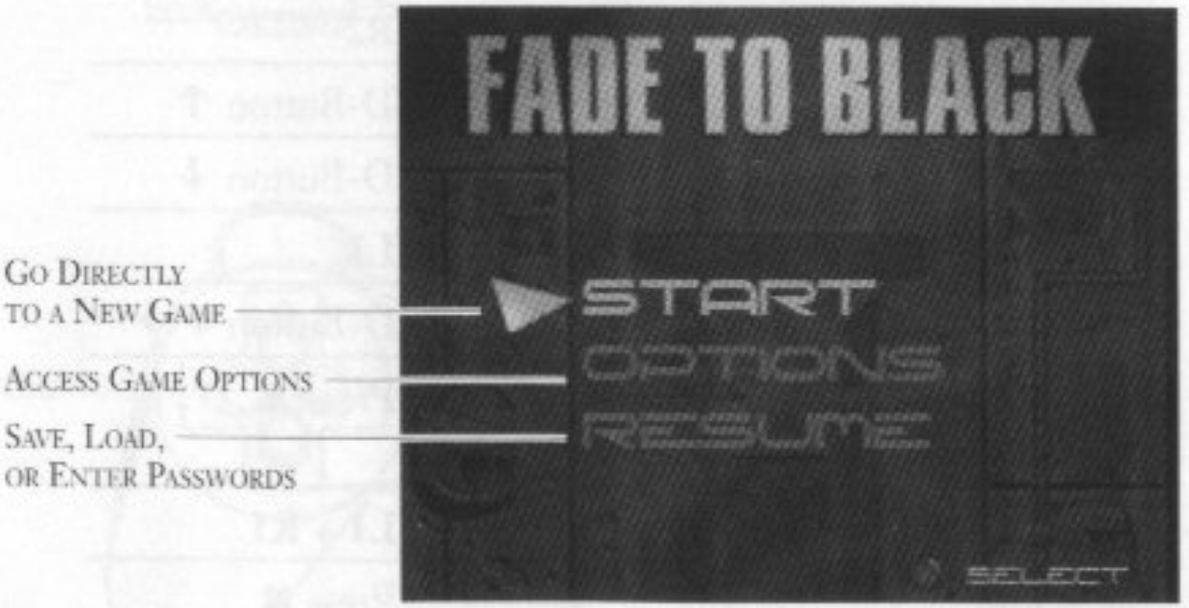
NOTE: The controls listed below and later in the manual are the default setting (Novice 1). Some advanced controls are only available on regular and expert control configurations. To change the default setting, see *Controller* on page 7.

Jump	Press ●
Left step	**L2**
Right step	**R2**
Walk	D-Button ↑
Back up	D-Button ↓
Crouch/Duck	**L1**
Turn left/right	D-Button ↔
Use/Activate buttons/ elevators/open lockers	Press ▲
Throw a mine	**L1** + **R1**
Run	Press ✖
Draw gun/shoot/autoreload	Press ■
Reload gun	**R1**
Accelerate spaceship	Press ✖
Open inventory	**SELEC**
Pause menu	**START**

MAIN MENU

NOTE: Use these controls for all menus.

- To choose an option, D-Button ↑↓.
- To select an option, press ✖.
- To return to the previous screen, press ▲.



Start

- To start a new game press ✖.
- To start a saved game, D-Button ↓ to the game you want and press ✖.

NOTE: To start a saved game you must first load it into the temporary save-game slots. See *Load* on page 9.

Options Menu

Skill

- To cycle through skill levels, press ✖.

Skill level	Conrad's bullets	Enemy bullets
EASY	2X damage	½ damage
MEDIUM	normal	normal
HARD	½ damage	2X damage

Sound

Adjust the volume of sound effects and music played during the game.

- To adjust volume, D-Button ←→.
- To toggle between MUSIC and EFFECTS, D-Button ↑↓.
- To select a tune, press **L1/R1**.
- To play the selected tune, press ●.
- To select Autoplay mode, press ■.
- To pause a tune, press **SELECT**.
- To resume a paused tune, press **START**.
- When finished, press ✖. The Options menu appears.

Controller

Fade to Black offers six different control configurations to suit your style of play. There are two configurations each for novice, regular, and expert players.

- To cycle through configuration choices, D-Button ←→.
  A diagram of each configuration appears.

- To view **L1**, **L2**, **R1**, and **R2** controls, D-Button ↑.
- To select a configuration, press ✖. The Options menu appears.

Language

Choose a language for game dialog. The menus will remain in English.

- To cycle through language options, D-Button any direction.
- To select a language, press ✖. The Options menu appears.

Caption

The caption option allows you to see on-screen messages during the cinematic sequences of the game.

- To toggle captions ON/OFF, press ✖.

Stereo

- To toggle stereo ON/OFF, press ✖.

Resume Menu

Password

NOTE: You are given a password for each level which can be viewed when accessing the Pause menu. See *Pause Menu* on page 24.

- To enter a password, press ●, ■, ▲, or ✖ to enter the code. Then press **START**.
- To go back one space, D-Button ←.
- To cancel, press **SELECT**.

Once you have entered a valid password:

1. Return to the Main menu, select **START** and press ✖. The game loaded by your password appears at the top of the screen.
2. Press ✖ to begin at the level loaded by your password.

- Passwords take you to the beginning of a level with minimal equipment.

LOAD

NOTE: To load a temporary saved game while you are playing, see *Loading Games* on page 26.

To load a game from the Memory Card into the temporary save-game slots:

1. Select LOAD from the Resume menu and press ✖.
2. D-Button ↑↓ to the game saved on your Memory Card that you want to load into the temporary save-game slot and press ✖.
3. D-Button ↑↓ to select the destination temporary save-game slot and press ✖.

To start a saved game:

1. Select START from the Main menu and press ✖.
2. D-Button ↑↓ to select the game you want to load and press ✖. The game begins.

SAVE

NOTE: You only need to save a game to your Memory Card when you are done playing *Fade to Black*. While you are playing, it is easier to use the temporary save-game slots. See *Saving Games* on page 25.

To copy a game from a temporary save-game slot to your Memory Card:

1. Select SAVE from the Resume menu and press ✖.
2. D-Button ↑↓ to select the temporary saved game that you want to save to your Memory Card and press ✖.
3. D-Button ↑↓ to select the destination Memory Card slot and press ✖.
4. If a saved game already occupies the Memory Card slot that you are saving to, you are asked to confirm the overwrite.

- To confirm the overwrite, press ✖.
- If you do not want to overwrite, press ▲ to go back and use the password from the Pause menu to continue your game.

5. You are prompted to enter a name. You must overwrite a previously saved game if a file already exists.

- To change a letter, D-Button ↑↓.
- To accept a letter, press ✖.
- To go back one space, D-Button ←.
- After entering your name, select END and press ✖.

6. Your game is now saved to your Memory Card.

- To continue, press ✖. The Resume menu appears.

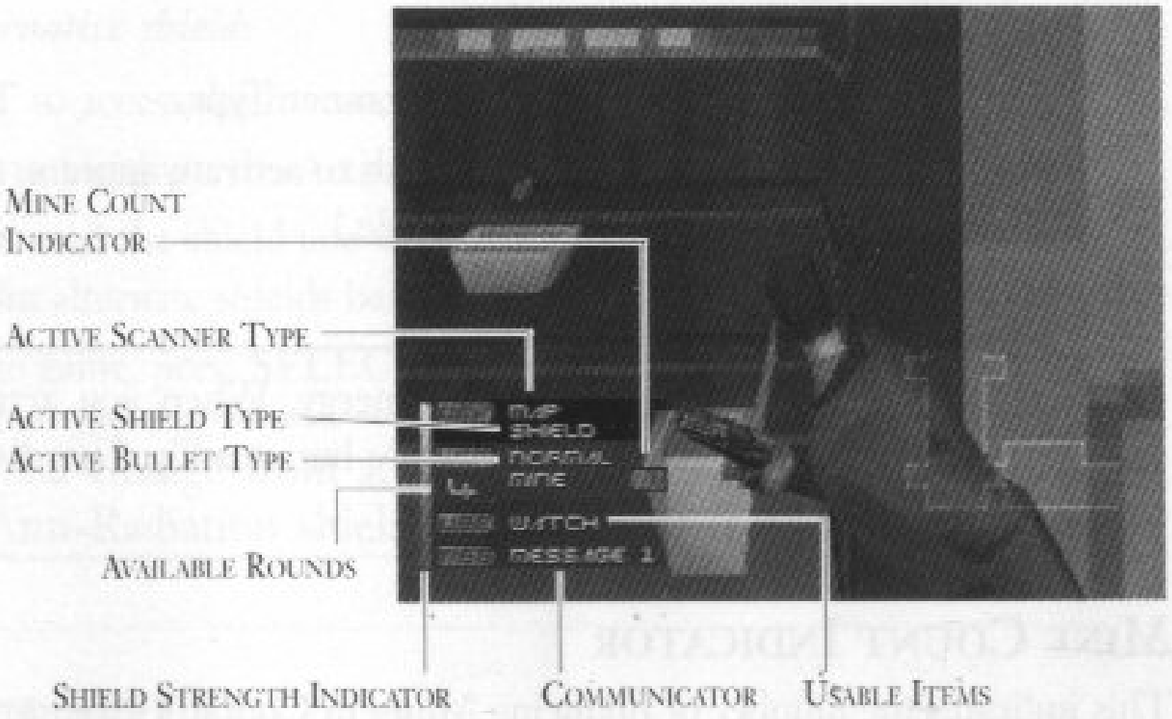
Demo

The creators of *Fade To Black* have provided a demonstration to familiarize you with the game's workings. Just sit back and watch Conrad do his thing.

- A demo starts automatically after 30 seconds of inactivity on the Main menu.
- To exit a demo, press any button.

PLAYING THE GAME

Heads Up Display



SHIELD STRENGTH INDICATOR

This indicates the status of Conrad's protective garments. When the yellow bar reaches the bottom of the scale, the shield is ineffective, and Conrad has no protection. When the shield is at low strength, the Shield Strength Indicator flashes.

The shield can be restored to full strength by stepping on a Charging Station and pressing ▲. See *Charging Station* on page 24 for more information.

Energy Rechargers may be found throughout the game.

Active Scanner Indicator

This indicates the type of active scanner. The scanner's name flashes when in use.

To activate an alternative scanner:

1. To access the Inventory, press **SELECT**.
2. D-Button ↑↓ to highlight the Active Scanner Type.
3. D-Button ←→ until the scanner you wish to activate appears. (You must obtain alternate scanners before they are available.)
4. To return to the game, press **SELECT**.

NOTE: Some scanners use the shield's energy. When you activate inventory devices, shield strength diminishes slowly but steadily. Use these items sparingly.

Mine Count Indicator

This indicates the number of Bouncing Mines in Conrad's inventory.

Active Shield Indicator

This indicates the type of shield currently employed. The Shield's name flashes when in use.

To activate an alternative shield:

1. Press **SELECT** to access the Inventory.
2. D-Button ↑↓ to highlight the Active Shield Type.
3. D-Button ←→ until the shield you wish to activate appears. (You must obtain alternate shields before you can activate them.)
4. To return to the game, press **SELECT**.

NOTE: When you change from a standard shield to an alternate one, such as the Anti-Radiation shield, shield strength diminishes slowly but steadily.

Active Bullet Type

This indicates the type of ammunition currently activated in Conrad's gun.

To activate an alternative type of ammunition:

1. Press **SELECT** to access the Inventory.
2. D-Button ↑↓ to highlight the Active Bullet Type.
3. D-Button ←→ until the ammunition type you wish to activate appears. (You must obtain alternate ammunition before you can activate them.)
4. To return to the game, press **SELECT**.

Available Rounds

- This indicates the number of rounds remaining in the loaded clip.
- To load a new clip, press ■ or **R1**.

NOTE: When using Novice and Regular control configurations press ■ to autoreload. When using Expert control configurations, you must reload manually by pressing **L1**. See *Controller* on page 7 for more information.

Usable Items

To activate a Usable Item:

1. Press **SELECT** to access the Inventory.
2. D-Button ↑ to highlight Item in Use.
3. D-Button ← → to the item you want to use.
4. Press **SELECT** to return to the game.
5. Press ▲ to activate the selected item.

Inventory

The Inventory holds items and messages you collect as you move.

- To access the Inventory, press **SELECT**.
- To cycle inventory categories, D-Button ↑↓.
- To select inventory items, D-Button ↔.
- To get detailed information of items, press ✖.
- To exit the Inventory, press **SELECT**.

Communications

Your communicator periodically registers messages alerting you of mission updates and objectives. When you receive a new message, the message box in your inventory flashes.

To view a message:

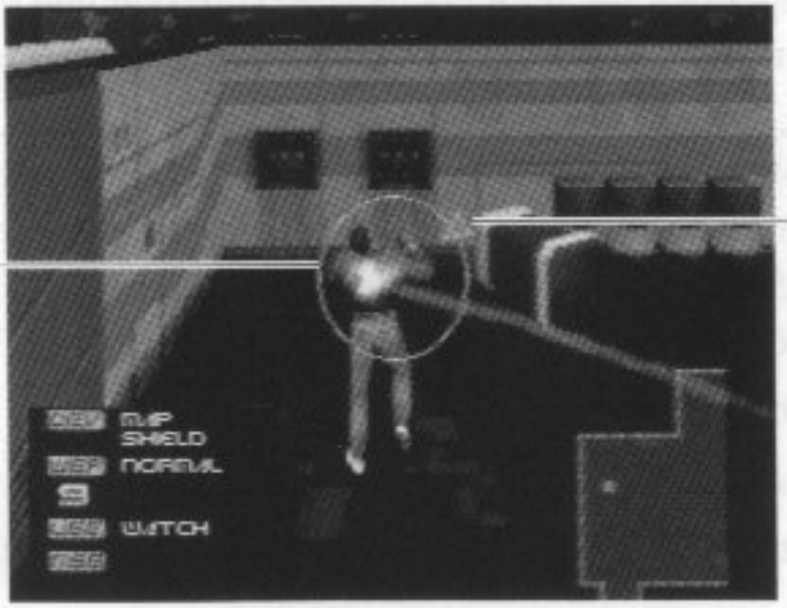
1. Press **SELECT** to access the Inventory.
2. D-Button ↑↓ to highlight the communicator.
3. D-Button ←→ to select a message.
4. Press ✖ to view a message.
5. Press ✖ to return to the Inventory or **SELECT** to return to the game.

Actions

Moving

See the inside back cover of the manual or *Control Summary* on page 4 for the controls.

SHOOTING



- To aim, press ■ to activate Combat mode. A red target icon appears on the target when your aim is on.
- To shoot, press ■ when in Combat mode.
- To reload, press ■ or **R1**. Each clip holds 9 bullets.

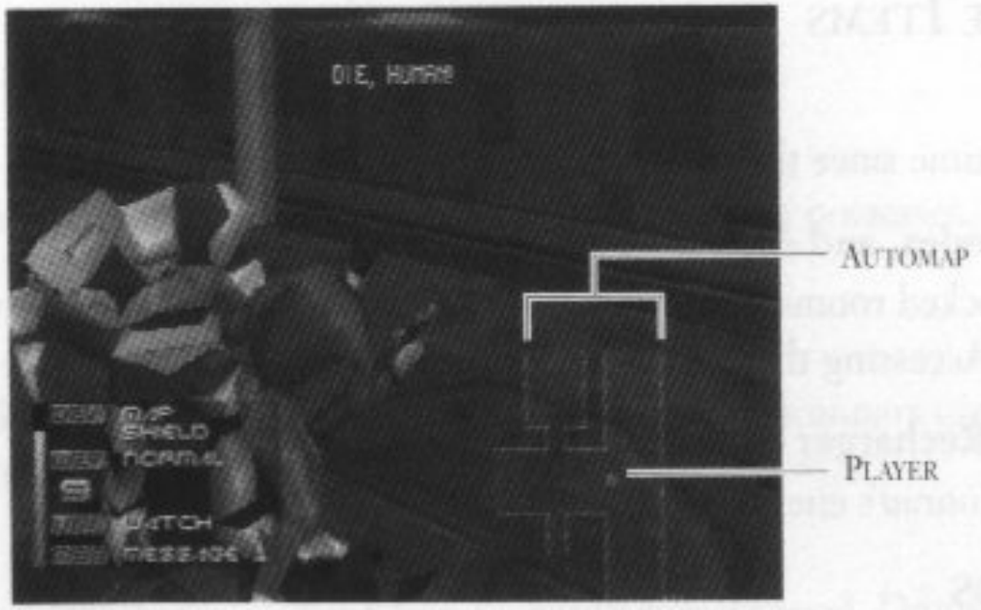
NOTE: If a green target circle with a green triangle appears on Conrad, a Morph or machine is targeting him. The triangle indicates the Morph's or machine's position relative to Conrad.

Conrad also has access to Bouncing Mines which bounce off walls until they find a target.

- To throw a Bouncing Mine, press **L1** + **R1** when NOT in Combat mode.

For more information on weaponry, see *Bullet Types* on page 17.

AUTO-MAP



Your Auto-Map provides an overview of the immediate area and keeps track of where you've been.

Bullet Types

- Normal Bullets
- Plasma Bullets
- Armor Piercing Bullets
- Advanced Plasma Bullets
- Exploding Bullets
- Heat-Seeking Bullets
- Magnetic Pulse Bullets

Inventory Objects

Usable Items

Watch

Elapsed time since the start of a new game.

Keys, Codes, and Access Passes

Access locked rooms. Once these are picked up, Conrad uses them automatically as needed. Accessing these from the Inventory is unnecessary.

Energy Recharger

Boosts Conrad's energy 50%.

Shields

Normal Shield

Protects Conrad from light enemy gunfire by generating a magnetic field. Drains no energy.

Anti-Radiation Shield

Protects Conrad from radiation. Drains little energy.

Camouflage Shield

Renders Conrad invisible to all Morphs but the Predator Morph, who uses the same type of camouflage. Drains moderate energy.

SCANNERS

Map Scanner
Displays a local view of Conrad's current level. Drains no energy.

Info Scanner
Displays the amount of energy (as a percentage) a targeted object possesses. Drains little energy.

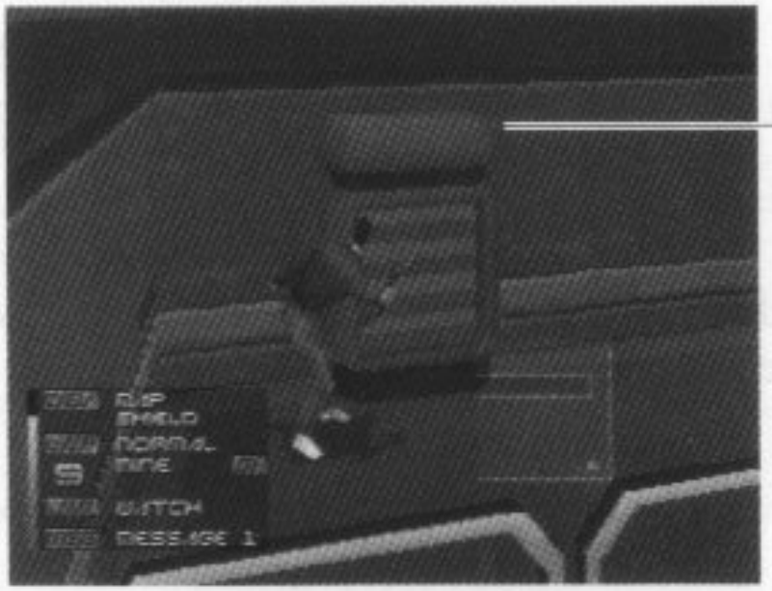
Field Scanner
Displays hidden fields or pressure-sensitive floor switches other scanners can't detect. Drains moderate energy.

Energy Scanner
Displays all active energy recharge sources on Conrad's current level. Drains little energy.

Object Scanner
Displays lockers on Conrad's current level. Drains very little energy.

Other Useful Objects

Lockers



Lockers contain items of interest. Be sure to check out all of them.

- To open a locker, stand directly in front of it and press ▲.
  Press ▲ again and any items within the locker are automatically added to your inventory.

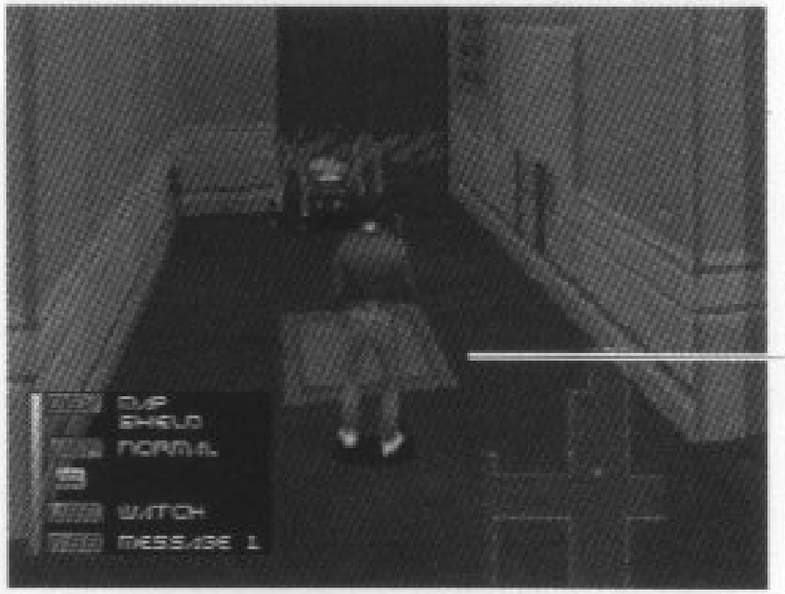
TELEPORTS



The Morphs' teleportation system transports you to a set location. Active teleporters light up when Conrad enters them.

- To teleport, stand on an ACTIVE teleporter and press ▲.

Floor Panels



Some floor panels trigger doors, some train enemy weapons on Conrad, and some are electrified.

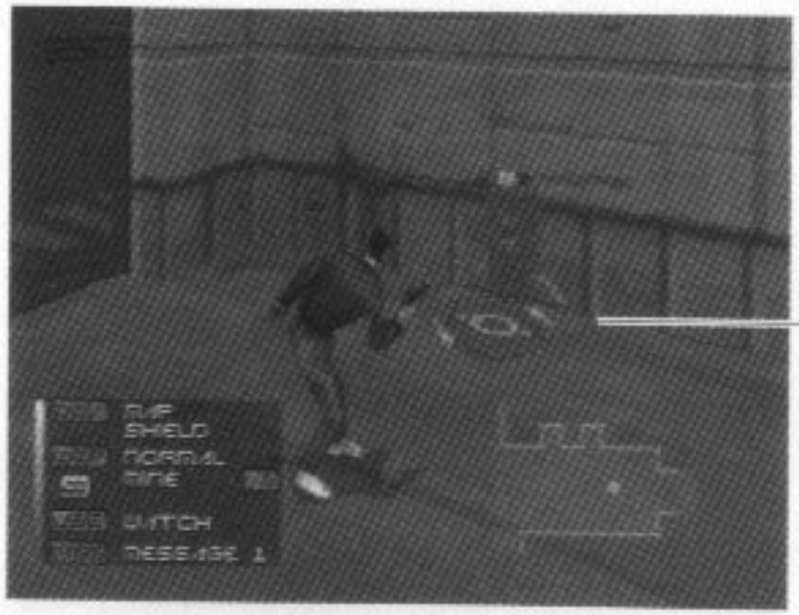
- To activate a floor panel, step on the floor panel.
- To pass without activating a floor panel, walk around it or press ● to jump over it.

Access Panels



Step in front of a panel and press ▲ to activate devices or gain entry to specified locations.

Charging Station



Step on these and press ▲ to recharge Conrad's shield.

Pause Menu

The Pause menu allows you to change sound and music volume as well as save, load, and quit games.

- To access the Pause menu during a game, press **START**.
- To select a Pause menu item, D-Button ↑↓.
- Your password for the current level appears at the top of the menu.

MUS

- To adjust music volume, D-Button ↔.

SFX

- To adjust sound effects volume, D-Button ↔.

SAVE

See *Saving Games* on page 25.

LOAD

See *Loading Games* on page 26.

RESUME

- To resume the current game, press **X**.

QUIT

- To quit the current game, press **X**. A confirmation prompt appears.
- To confirm/cancel, D-Button ←→ and press **X**. The Main menu appears when you choose to quit.

Saving Games

IMPORTANT NOTE: Saving a game is a 2 step process. To permanently save a game to your Memory Card, you must exit the game and access the save feature in the Resume menu. See *Resume Menu* on page 8 for details.

Fade to Black contains 4 temporary, reusable, save-game slots.

To save a game in progress:

1. Press **START**.
2. D-Button ↑↓ to SAVE, then press ✖.

NOTE: An unused save-game slot is marked with an X.

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3. To choose a save-game slot, D-Button ←→ and then press ✖.

4. If a saved game already occupies the save-game slot that you are saving to, you are asked to confirm the overwrite.
   - To confirm the overwrite, D-Button ↔ and then press ✖.
   - If you do not want to overwrite, use the password from the Pause menu to continue your game.
5. The message "game saved" appears. Your game is now saved to temporary memory.

NOTE: If you do not save your game to the Memory Card before turning off your PlayStation Game Console, your saved game will be lost. To save your game to your Memory Card see *Resume Menu* on page 8.

Loading Games

When Conrad is killed, you are brought to the beginning of the current level. If you saved progress on that level, press **START** to access the Pause menu and then load your saved game.

To load a previously saved game from temporary save-game slots:

NOTE: To load games from the Pause menu, they must be loaded from the Memory Card into the temporary save-game slots. See *Resume Menu* on page 8 for detailed instructions.

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1. Press **START**.
2. D-Button ↑↓ to LOAD, then press ✖.
3. To choose a save-game slot, D-Button ↔ and then press ✖.

STRATEGY

Stuck Already?

So how are you going to survive fifty hours of flesh-searing action? With EA's official FADE TO BLACK PLAYERS GUIDE! Packed with intense background information on Conrad and the whole Project Morph situation that is key to finishing the game, it's a must for players with a vengeance for winning. It also features important information on types of weapons and their capabilities, complete maps of every room and passageway on all 13 levels (including all puzzles and enemies), and, for those who play by the book, an exhaustive walkthrough of the project from start to finish. We have included a partial walkthrough for level 1 to get you started.

- Turn Conrad into a sharp-shooting, puzzle-solving action hero—get first-hand information on the most efficient routes, the most effective way to kill morphs, and how to use tools.
- *Fade to Black* world and character background takes you through the events that lead to the game's introduction.
- Mission walkthroughs lead you through all levels of the game with maps, screenshots, and detailed instructions.
- "Artist Profile" section gives you a behind the scenes look at the men and women who created *Fade to Black*.

NOTE: To order the *Fade to Black* clue book, call Electronic Arts Direct Sales at **(800) 245-4525**.

LEVEL 1 WALKTHROUGH

SECTOR 1: CELL

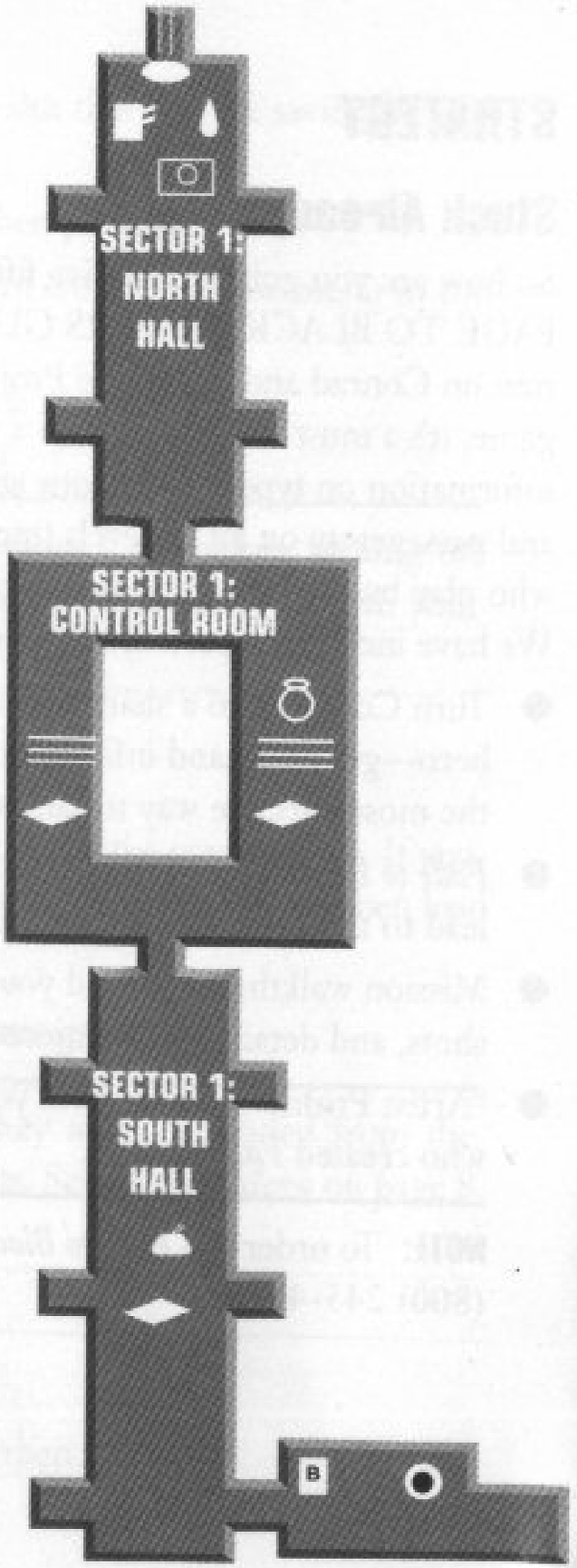
There's a message coming in from John. You'd better read it and get out of there, but before you do it would be wise to take a look in that locker. You'll find a bouncing mine in there, which might come in handy down the road. To open the door, simply walk toward the red lights.

SECTOR 1: SOUTH HALL

The alarm has gone off. Now you're in trouble! You'd better get moving right away, but before you do you should try out your gun on the drone that's patrolling the hallway. One good shot will disintegrate it. Now it's safe to proceed. At the far end of the hallway is a door. To open the door, step on the pad. Run through the door—it won't stay open forever.

SECTOR 1: CONTROL ROOM

Now you're in the Control Room, but there's a problem. The force field bars will not let you pass beyond the foyer. A robot guard waits beyond the green force field. You need to step on the green floor tiles to deactivate the green bars. When the guard comes through, it'll come firing. Either blast the guard to disable its gun or slip past it and try to avoid getting shot. Stand near the red tiles. When the robot rolls over the green tiles, the green force bars will again be deactivated for a few seconds, and you can slip through. If the force bars re-activate while you're passing through, it's curtains for you, so don't hesitate. Now move forward, take a quick left then a quick right to get into the North Hall.



Sector 1: North Hall

When you enter to North Hall a gun descends from the ceiling. The gun is controlled by the camera. Shoot out the camera to send the gun back up. Make sure you destroy the camera after the gun has come down, or the gun will not go away. When you destroy the camera, a Morph appears. Blow him away without hesitation and then run to the elevator at the far end of the hall. Activate the elevator.

Sector 2: Guard Hall

Make sure you use the Energy Recharging Device, as you've probably taken at least one hit along the way. Exit through the North door, which is marked by a knife and fork.

Sector 3: Hall

A Morph waits to stop your progress. Blast the Morph. If you want to go back to the recharger in the Guard Hall, go ahead and do so; but be ready to face another Morph back there. When you get back to the hall, notice the gun on the West wall. It doesn't pose any threat now, but once your presence in the area is detected, that gun will become a problem. Proceed through the East door into the Cafeteria.

Sector 3: Serving Line

It looks pretty quiet in here on the serving line, but looks can be deceiving. Before you go around the corner into the dining room, check the locker nearest to the door. There you'll find a couple of bouncing mines. Taking the mines sets off an alarm, which activates the gun in the Hall. You might want to wait until later to take the mines, making sure that you have enough shield left to take three hits from the wall gun.

If you take the mines, the gun starts blasting when you pass by the door. Run to the cafeteria which lies to the north of the serving line.

Sector 3: Cafeteria

You'll find a Morph loitering there. As soon as he sees you he'll start blasting, so be on your guard. One thing you should have figured out by now is that Morphs always blast you without hesitation. It's simply their job. Kill the Morph with extreme prejudice.

Check the locker to the southwest and take the energy recharge device. Exit through the North door into the kitchen.

Sector 3: Kitchen

The cook is terrified and begs for mercy. Save the game at this point. Now, there's no good reason to kill the cook; he's not armed and poses no threat. Don't begrudge him his government job. He's got little ones at home and no education to speak of. All he's doing is trying to make a living. Besides, if you kill the cook, the West door won't open. Exit through the West door to the Meat Locker.

If you've killed the cook and insist on continuing, go back to the Hall outside the cafeteria and pick up the walk through at Sector 3: Serving Line. You'll be proceeding without the valuable explosive bullets.

Sector 3: Meat Locker

In the Meat Locker, two Morphs wait in ambush. Plug your nose at the smell of the hanging meat, kill both the Morphs, and then go to the control panel, a secret door off the cafeteria dining room opens.

Sector 3: Secret Room

Go through the secret door on the west wall of the dining room. There you'll find a system of corridors protected by electrified tiles. The corridor to the left is impassable. Go forward a few steps and proceed down the corridor to the right. You'll need to jump over the electrified squares to the safe squares, and to do that successfully you'll need to judge your distances carefully.

When you see the locker, open it and remove the exploding bullets and continue to your left. Exit the secret room and return to the serving line. You might want to load the exploding bullets now, or wait until you run into some truly serious trouble.

Sector 3: Serving Line

If you haven't gotten the mines out of the South West locker, get them now. Once you take the mines, the siren goes and the West Wall gun becomes active. If you don't take the mines, you won't set off the alarm and the wall gun won't notice you. Exit through the West door and run forward.

Sector 3: Hall

Duck down the south corridor to the Elevator Hall. You'll take at least three hits from the wall gun if you'd sounded the alarm.

Sector 3: Guard Hall

As soon as you enter the Elevator Hall, a Morph will ambush you. Take care of him, then use the Energy Recharge device. Exit through the West door, marked by a red cross, to the Medic Hall.

Sector 2: Medic Hall

Now you're in for a real fight. As soon as you enter the room, a mechanical spider appears. It's not easy to kill, and you've got to kill it. Watch out for those barrels; they're heat sensitive and explode without much provocation. When the spider is dead, go ahead and blast the barrels.

Now go down to the locker and grab the Info Scanner and the Hint. After you read the hint, step in front of the control panel and activate it. It opens a secret elevator door in the Southwest corridor. Exit though the Southwest door.

Sector 2: West Hallway (Secret door activated)

Enter the West Hallway and turn to the right just before you reach the first barrier. A door opens, you step into the elevator and up you go.

Sector 2: Medic Storage Room

When you step off the elevator, you'll have to deal with a drone and a Morph. Kill them before you take too many hits. Now blast the barrels, which close the Morph regeneration tubes. If you don't blast the barrels, the Morphs in the West Hallway will regenerate continuously, and you'll never get past them. Take the elevator back down to the West Hallway, and then take a right.

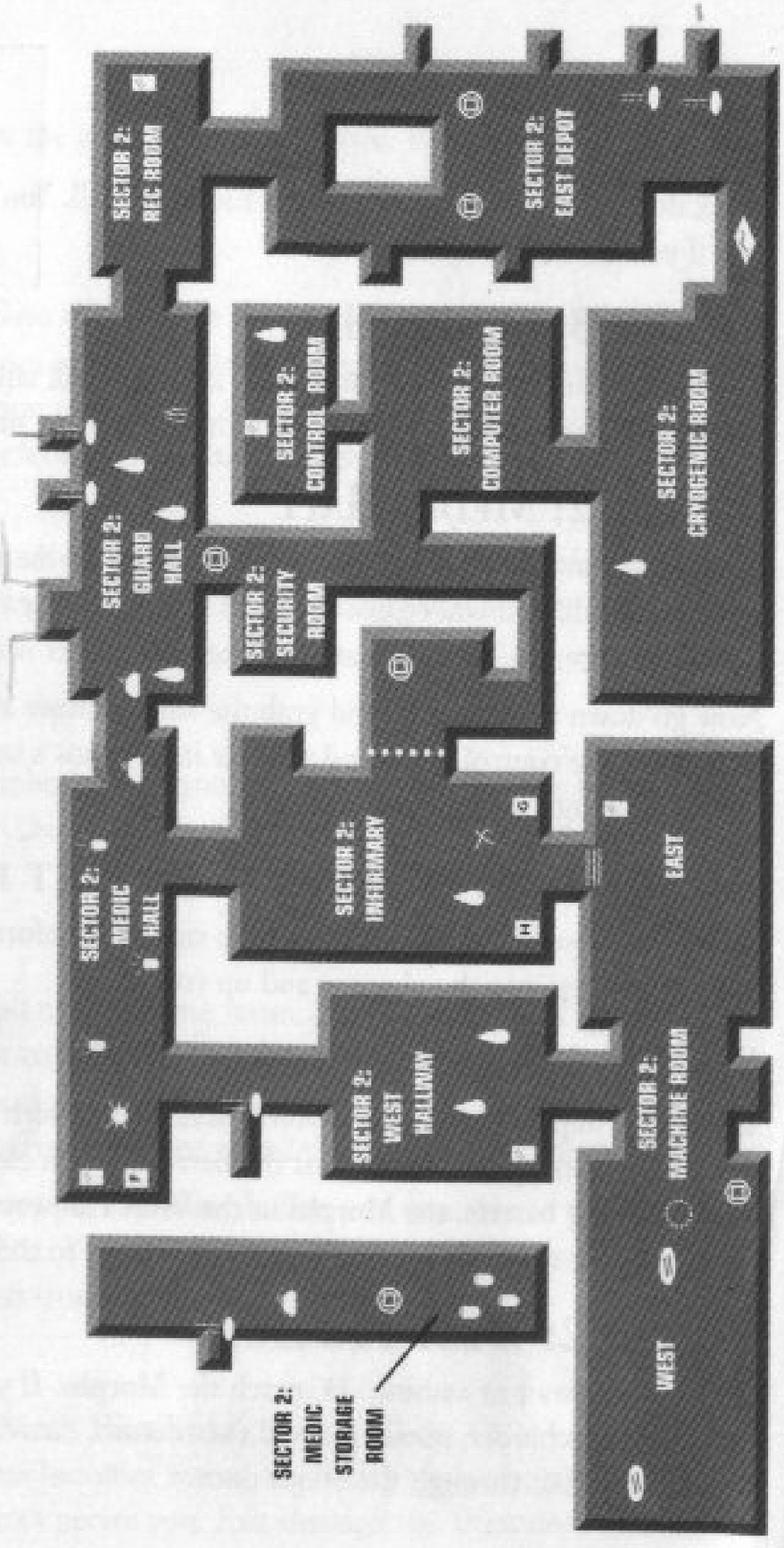
Sector 2: West Hallway

Two Morphs wait in ambush. Dispatch the Morphs. If you took a few hits, you might want to run back to the recharger, power up, and then return. Activate the control panel to open the Machine Room door. Exit through the South door.

SECTOR 2: MACHINE ROOM

A Morph appears from the right side of the room. Waste him. There are two mines in the West room next to a red button, so beware. It's advisable to stay out of there, unless you have a lot of strength left in your shield. The red button deactivates the force bars in front of the Infirmary door. If you don't push the red button, you can use the following method to deactivate those force bars.

In the East room, activate the control panel to lift the Morph tube out of storage. You need to blast the tube while it's passing in front of the red force bars. If you time it just right, you kill the Morph in the container and deactivate the force bars. Now go through the door into the Infirmary.



CONTROL SUMMARY

NOTE: The controls listed below are the default settings. Some advanced controls are only available on expert control configurations. To change the default setting, see *Controller* on page 7.

JUMP	PRESS ●
LEFT STEP	**L2**
RIGHT STEP	**R2**
WALK	D-BUTTON ↑
BACK UP	D-BUTTON ↓
CROUCH / DUCK	**L1**
TURN LEFT / RIGHT	D-BUTTON ← →
USE / ACTIVATE BUTTONS / ELEVATORS / OPEN LOCKERS	PRESS ▲
THROW A MINE	**L1 + R1**
RUN	PRESS ✖
DRAW GUN/SHOOT/AUTORELOAD	PRESS ■
RELOAD GUN	**R1**
ACCELERATE SPACESHIP	PRESS ✖
OPEN INVENTORY	**SELECT**
PAUSE MENU	**START**