
PlayStation
NTSC U/C
PlayStation 2
KIDS TO ADULTS
CONTENT RATED BY ESRB
SLUS-00221
4101822
INDEPENDENCE DAY
FOX INTERACTIVE

WARNING:
READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns of 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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Phone

Call us at 1-970-522-5369 daily between the hours of 11am-8pm Pacific Standard Time.

Game Hints

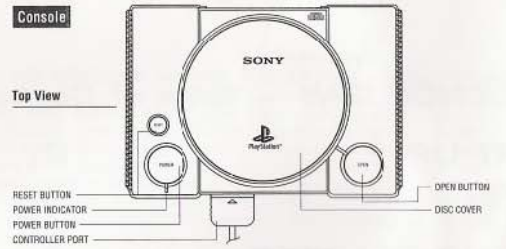
For INDEPENDENCE DAY Hints, Tips and Tricks presented by Fox Interactive of Los Angeles, California call **1-900-CALL4FOX**. The call costs $0.80/min. Touchtone phone required. If you are under 18, you must have your parents' permission before making this call.

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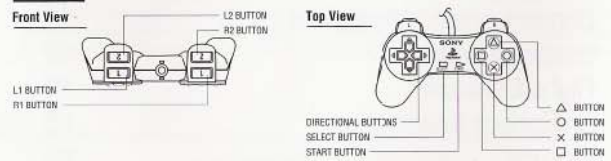
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START UP

Console



Controller



Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the PlayStation™ power is off befcre inserting or removing a compact disc. Insert the Independence Day disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

INTRODUCTION

They are like locusts, roaming the galaxy, attacking unsuspecting worlds, using up their resources and moving on.

Now they have come to Earth.

Just twenty-four hours ago, their fleet of giant City Destroyer spacecraft assumed strategic positions above all the world's major cities, threatening to annihilate millions unless the people of Earth can unite in time to repel the invasion. But the clock is ticking.

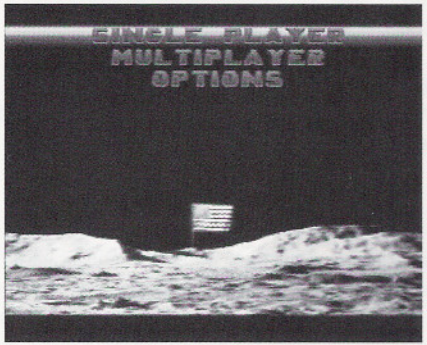
Fortunately, an important first step in combating the aliens has been achieved: a virus has been delivered to the Mother Ship's central computer, weakening the shield strength of the City Destroyers. Now it's up to you to finish the job.

As an ace fighter pilot, you and your wingman, Steve Hiller, must battle through the remaining alien defenses, finish off the shields and take out each city destroyer before time runs out. To accomplish your various mission objectives, you will have an arsenal of state-of-the-art weaponry at your disposal. Your most valuable weapons, however, will still be your wits, your courage, and your instincts.

Don't choke. The citizens of earth are counting on you.

GETTING STARTED

Insert the Independence Day disc into the PlayStation™ console and close the CD door. Insert controller(s) and turn on the PlayStation™ game console. After a few moments, the title screen will appear. Press the START button when instructed to do so. The Main Menu will appear, giving you three selections from which to choose: SINGLE PLAYER, MULTIPLAYER and OPTIONS.



Press the UP or DOWN Directional Buttons on your controller until your desired selection is highlighted. Press ⊗ to choose the selection.

MAIN OPTIONS MENU

Choosing OPTIONS from the Main Menu will bring up the following Main Options Menu. Make your selection using the UP and DOWN Directional Buttons.



Load Game: If you have saved a previous game using a Memory Card, you can use this option to restore it as explained in the LOAD/SAVE section of this manual.

Skill Level: Use the LEFT and RIGHT Directional Buttons to select the desired level of difficulty.

Radio, Music and SFX: Use the LEFT and RIGHT Directional Buttons to set the desired volume level for radio chatter, music and sound effects.

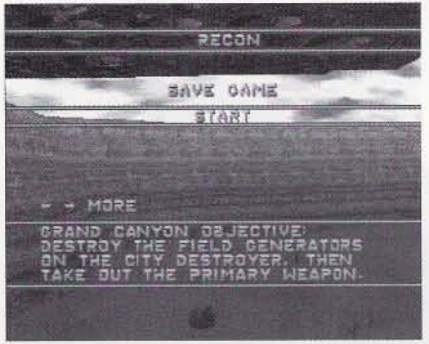
Controller: Press ⊗ and use the LEFT and RIGHT Directional Buttons to select one of the following four control configurations: Arcade 1, Arcade 2, Flight 1 or Flight 2. Press ⊗ to choose the configuration and return to the options menu.

Player Name: Use the RIGHT and LEFT Directional Buttons to find and select the desired letter, then press ⊗ to choose that letter. Choose SPACE to insert a blank space, choose DELETE to delete the previous letter. Choosing CLEAR will clear the name entirely. When done, choose END.

Exit: Press Start to leave the Main Options Menu and return to the Main Menu. You may now select either Single Player or Multiplayer.

SINGLE PLAYER

Selecting and choosing Single Player from the Main Menu will begin a brief video sequence followed by the Recon Mission Screen shown below. Later missions will first allow you to select your aircraft. To bypass the video sequence and go directly to the Mission Screen, press START.

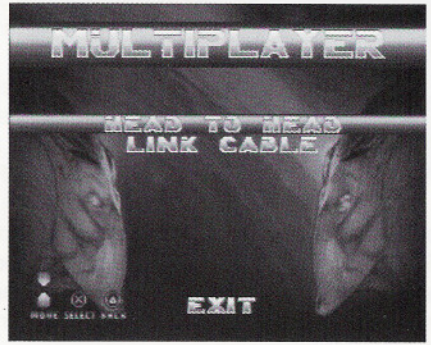


The window at the bottom of the screen explains your mission objective. Press the LEFT and RIGHT Directional Buttons for a description of your targets, along with descriptions of the various weaponry and aircraft (alien and friendly) which you will encounter during your mission.

Near the top of the screen you can select either SAVE GAME or START by pressing the UP and DOWN Directional Buttons. Press ⊗ to choose your selection. Saving games is explained in the LOAD/SAVE section of this manual.

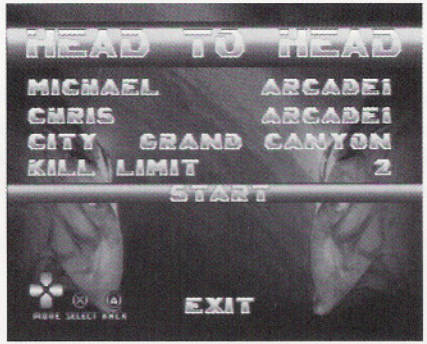
MULTIPLAYER

Selecting and choosing Multiplayer from the Main Menu brings up the following screen.



Use the UP and DOWN Directional Buttons to select either Head to Head or Link Cable mode. Press ⊗ to choose your selection.

Head to Head: Head to Head mode allows two players to play against each other on a split-screen. To play in Head to Head mode, you must have two controllers plugged in. Choosing Head to Head on the Multiplayer Menu brings up the Head to Head Options Menu. Make your selection with the UP and DOWN Directional Buttons.



Player 1 and Player 2: Press ⊗ to enter player names as previously described.

City: Press the LEFT and RIGHT Directional Buttons to select from one of five available cities.

Kill Limit: Press the LEFT and RIGHT Directional Buttons to set the number of kills a player must achieve to win a game.

Start: Press the START button to leave the Head to Head Options Menu and go to the Plane Selection Screen. Each player may cycle through the available aircraft by pressing the LEFT and RIGHT Directional Buttons. To choose a plane, press ⊗.

Exit: Press ⊗ to leave the Head to Head Options Menu and return to the Multiplayer Menu.

Link Cable: To play in Link Cable Mode you must have two separate PlayStation™ consoles hooked up to two separate televisions. Simply plug each end of the link cable into the Serial I/O port at the back of each console. Once connected, select link mode and follow the same on-screen procedure as for Head to Head Mode.

Exit: Press ⊗ to return to the Main Menu.

MISSIONS

Remember that each mission has an objective which must be carried out before your allotted time expires. Concentrate on the objects that appear white on your radar. The triangular radar pointer will always direct you toward your primary objective.

Grand Canyon Mission Objective:
On the underside of the City Destroyer are four field generators that provide a defensive shield around the ship and the city perimeter. Your mission is to destroy all four, then take out the primary weapon.

Washington Mission Objective:
Alien defenses are threatening to destroy the E-3 AWACS. Your mission is to

protect them until they can complete their reconnaissance of the City Destroyer, then take out the primary weapon.

New York Mission Objective:
A collection of Earth-based satellite uplinks are being used by the Aliens to communicate with other City Destroyers. Your mission is to locate and destroy these uplinks, then take out the primary weapon.

Other mission objectives will be given to you on a need to know basis, good luck!

BONUS LEVELS/WARPGATES

On certain levels, you will have the option of entering a "Warpgate," a large funnel-like object suspended in mid-air just below the underside of the City Destroyer. If you decide to enter a Warpgate, you will be transported to one of three Bonus Levels at Cape Canaveral, the Nakhoda Sub Base or the Antarctic where you must destroy the remote shield generator before another Warpgate will appear to transport you back.

LOADING/SAVING

If you are using a Memory Card, you can save game information and reload it at another time.

Each SAVE registers your status at the beginning of the given level, including such information as missiles remaining, bonus planes found, special weapons, high score and personal preferences.

Saving to Memory Card: At the beginning of each level you are given the option to START play or SAVE the game at that point. Use the UP and DOWN Directional Buttons to select SAVE, then press ⊗.

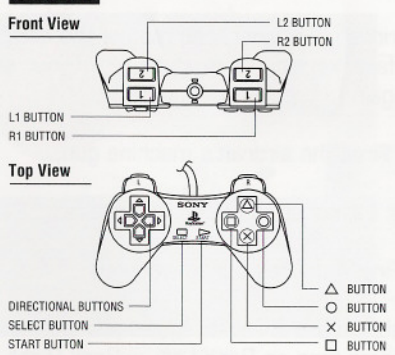
If no memory card is present, you will be given a password. Write it down exactly as this password can be entered to load a game as described below.

Loading from Card: Choosing OPTIONS from the MAIN MENU will bring up the MAIN OPTIONS MENU where you may load a previously saved game by selecting LOAD GAME and pressing ⊗. The game will then resume on the level that it was saved on.

If no memory card is present, you will be given the option to enter a password to restore a saved game. Use the RIGHT and LEFT Directional Buttons to find and select the desired letter, then press ⊗ to choose that letter. Choosing CLEAR will clear the password entirely.
When done, choose END.

FLIGHT CONTROLS

Controller



Controller	Action
R2/L2	Throttle Up/Down: Increases/Decreases speed.
Both R2/L2	Airbrake: Slows aircraft to the minimum speed required for flight. When released, aircraft returns to regular cruising speed.
▼/▲	Pitch Down/Up: Dives/climbs to a lower/higher altitude.
◀/▶	Bank Left/Right: Turns the aircraft left/right.
Select Button	Camera Toggle: Enables player to select from a series of different camera views including cockpit, outside camera, wingman and alien camera.

Start Button Pause/Quit: Pauses the game when pressed. Select and choose RESUME to return to play. Select and choose QUIT to end play.

□ Map: Brings up an overhead map of the combat area and surface terrain in the upper left of your screen. Press again to toggle the map off.

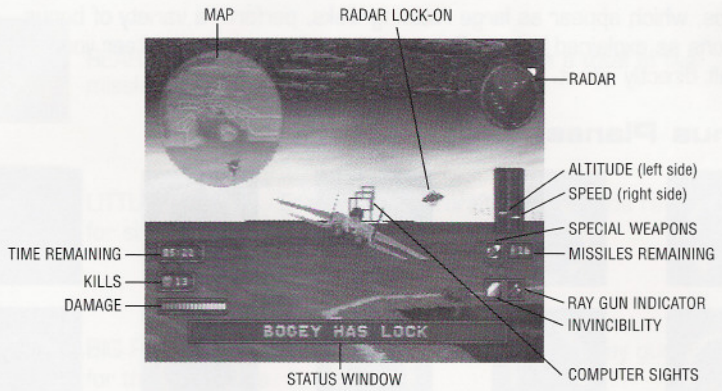
○ Bullets: Fires the aircraft's machine gun.

× Missiles: Launches the aircraft's missiles.

△ Bonus Fire: Activates bonus weapons.

R1 Roll Enable/Neutral Flight: Allows plane to roll when held down at the same time as Bank Left or Bank Right.

ON-SCREEN INFORMATION



Status Window: This is where pertinent mission information will be displayed, including number of kills and mission instructions.

Radar: Enemy aircraft appear as red dots. White dots represent mission targets. The white triangular pointer will direct you toward your target or, if it is a defensive mission, the location of the aircraft you must defend.

Special Weapons: This will show any special weapons that you have picked up.

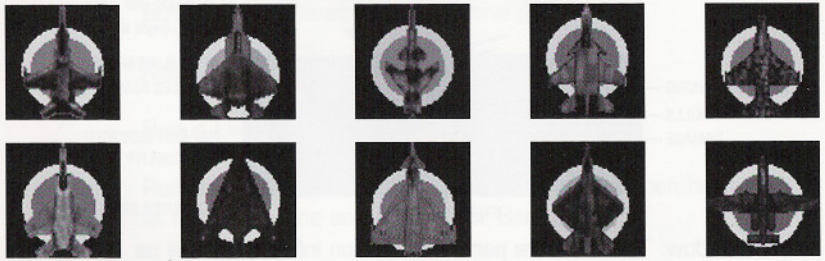
Computer Sights: Use the on-board computer sights to aim your machine guns and help lock-on to targets.

Radar Lock-On: After the initial lock-on, wait for the secondary lock-on before firing missiles.

PICKUPS

Pickups, which appear as large rotating disks, perform a variety of bonus functions as explained below. To activate the Pickup, simply steer your aircraft directly into it.

Bonus Planes:



Your primary aircraft as you begin play is an F/A 18 Hornet armed with AIM-120 Amraam missiles. On more advanced levels, by finding the right Pickups, you can expand your aircraft selection to include a variety of bonus aircraft. Make your choices carefully according to their ratings of speed, agility, durability and stealth.

Each of these Pickups awards you the option to choose a different bonus plane on the next level.

These are "extra lives". When you crash or are shot down, you lose the current plane.

Special Weapons:



REARM MISSILES - Rearms your aircraft with a total of five missles up to the maximum allowable load.



LITTLE RAY GUN - Enables your aircraft to fire a little ray gun for sixty seconds.



BIG RAY GUN - Enables your aircraft to fire a big ray gun for thirty seconds.



TUMBLERS - Arms your aircraft with five tumblers up to a maximum load of twenty. A tumbler hit causes alien aircraft to spin out of control for a few seconds.



EMP MISSILE - Arms your aircraft with five EMPs up to maximum load of twenty. An EMP hit stalls all power systems on the alien aircraft for a few seconds.

Other Pickups:



POWER-UP - Repairs minor or major damage to aircraft.



TIME EXTENSION - Adds sixty seconds to mission time limit.



ALIEN FREEZE - Freezes all alien aircraft in place for fifteen seconds.



INVINCIBILITY - Maximizes aircraft power and makes player invincible to enemy fire for twenty seconds.

CREDITS

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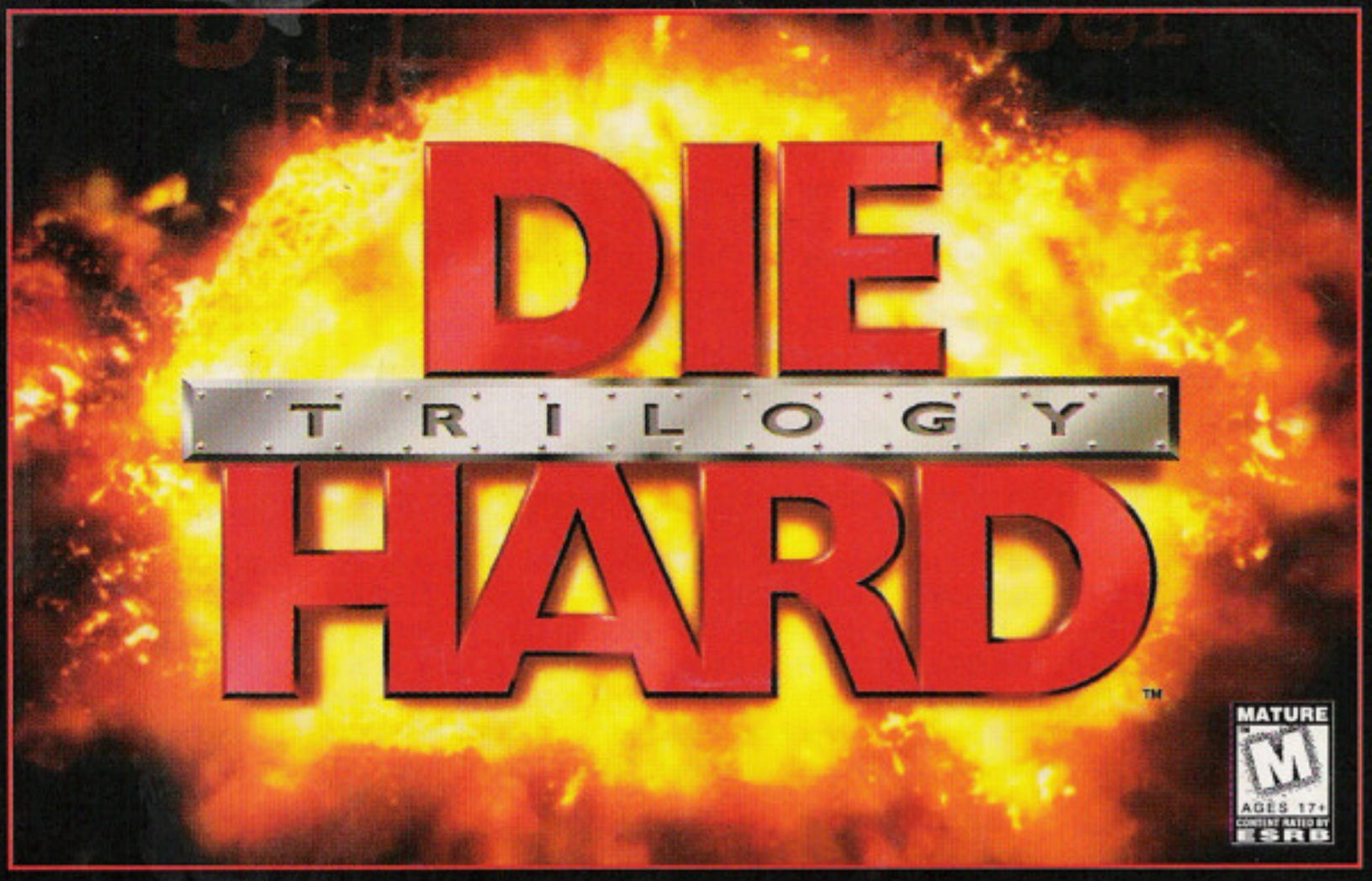
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