Also available...



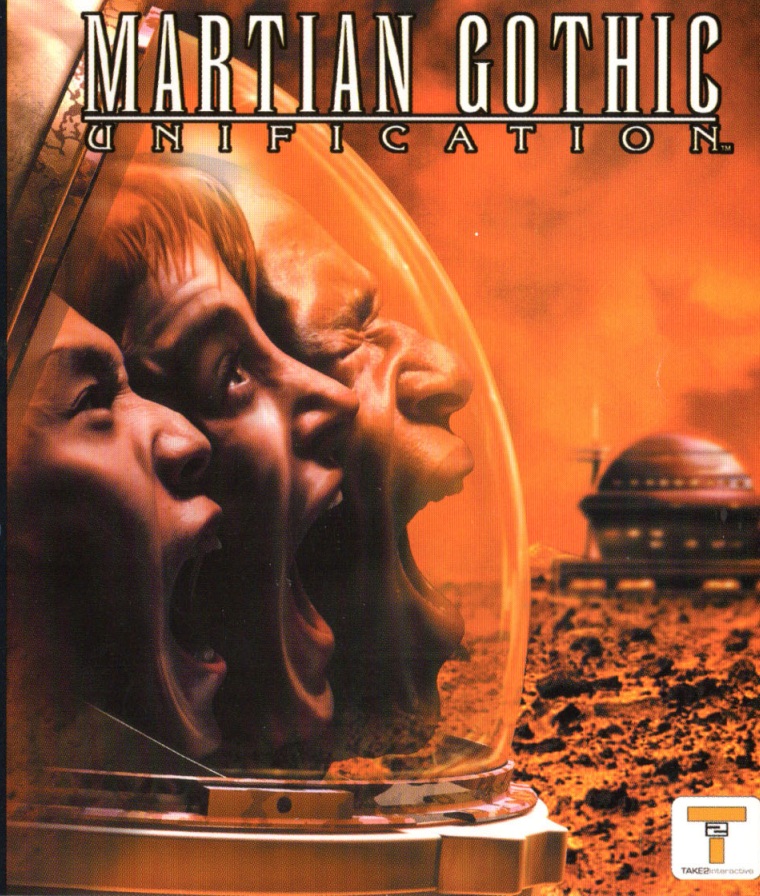
Take-Two Interactive Baltimore 9900 Franklin Square Drive, Suite A, Baltimore, Maryland 21236
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PlayStation

PlayStation
NTSC U/C
PlayStation
MATURE
M
CONTENT RATED BY
ESRB
SLUS 01148

MARTIAN GOTHIC
UNIFICATION



TAKE2 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 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.

USE OF UNOFFICIAL PRODUCT:
The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

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.

TABLE OF CONTENTS

GETTING STARTED	2
DUALSHOCK™ analog controller	3
THE STORY SO FAR	5
YOUR MISSION BEGINS HERE	6
OPTIONS	7
SAVING / LOADING YOUR PROGRESS	8
INVENTORY SCREEN	9
VITAL CHARACTER DATA	10
STORAGE HATCHES	12
VAC TUBES	13
COMPUTER SYSTEM	14
MISSION INTELLIGENCE	16
CREDITS	18
NOTES	20

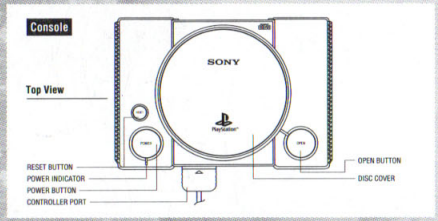
GETTING STARTED

Ensure that your PlayStation® is set up correctly with the Martian Gothic: Unification disc inserted (label side up)and both your Controller and MEMORY CARD (if you intend to save your progress in the game) firmly inserted BEFORE turning the power ON.

Martian Gothic: Unification only supports MEMORY CARDS inserted into MEMORY CARD Slot 1. Ensure that your MEMORY CARD has enough free blocks for your save games. Two free blocks are required.

It is recommended that you do not insert or remove any peripherals when the power to your console is ON.

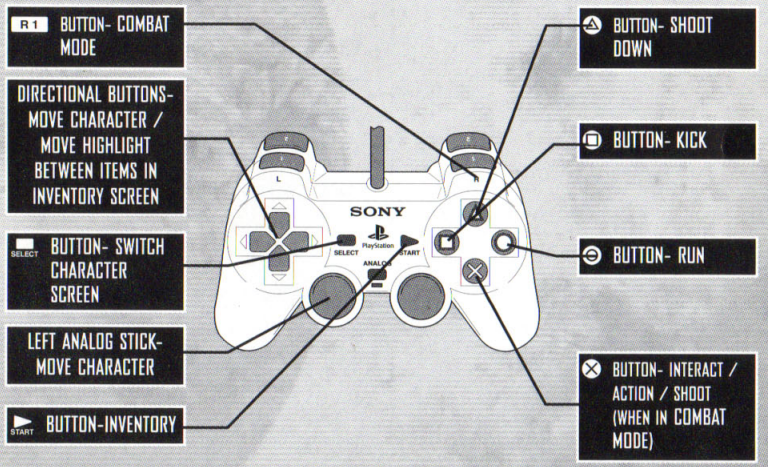
Press the power button ON and the game will start.



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 disc. Insert the Martian Gothic disc and close the Disc Cover. Insert the game Controller and turn on the PlayStation® game console. Follow the on-screen instructions to start the game.

DUALSHOCK™ analog controller

You can customize the controls in Martian Gothic: Unification (see 'Controls' in the OPTIONS section) but here are the default controls:



Note: To use the Left Stick of the DUALSHOCK™ analog controller. first make sure that the Analog mode is activated by pressing the Analog mode switch, (LED will light up Red).

ACTION	CONTROLLER
Switch Character Screen	SELECT Select Button
Move Character / Move Highlight Between Items in Inventory Screen	Directional Buttons / Left Analog Stick
Interact / Action Shoot (When in combat mode)	⊗ Button
Inventory	START Button
Run	◉ Button + Directional Buttons
Combat Mode (You cannot 'interact' when in this mode)	R1 Right Analog Stick
Kick	▣ Button
Fire Weapon	⊗ Button (When in combat mode)
Shoot Down	△ Button (When in combat mode)
Grapple Break	Rapid alternate pressing of ⊗ button and ◉ button
Move Around in Inventory	Directional Buttons
Interact with Inventory Items	⊗ Button
Exit / Return to Previous Screen	△ Button

THE STORY SO FAR

11.000 BC:	A Martian meteorite crashes into the Antarctic ice
1984:	Martian meteorite labeled ALH 84001 discovered in Antarctica
1996:	NASA announces the existence of alien microfossils in meteorite ALH 84001:
2009:	First manned mission to Mars. Establishment of Vita I base to investigate Martian bacterial life
August 8,2018:	Last message from Vita I base: "If you send a manned craft, warn the crew to stay alone. Stay alive."
Further to this Transmission:	Radio silence
Meaning of the Panicked Message:	Unknown
Reason for Radio Silence:	Unknown
Fate of Vita Base:	Unknown
June 17,2019:	A Deadly Game Begins ...

A three-member investigative team lands on Mars and enters the derelict Vita I base, each going in by a different airlock, obeying the secondary mission directive; 'Stay Alone'. They are prepared, at worst, to confront the aftermath of a bacterial outbreak, but what they find inside the base is the stuff of ancient nightmares ...

IF ONE DIES, ALL DIE. BUT, IN THE END, ONLY TWO CAN SURVIVE.

YOUR MISSION BEGINS HERE

With the game's main menu showing, you will be presented with three choices:



NEW GAME
Begin a new game of Martian Gothic: Unification.

LOAD GAME
Allows you to continue playing a game you have previously saved.

OPTIONS
View / Change the game's controls and set-up.

OPTIONS

DUALSHOCK™ analog controller
In the QUICK REFERENCE GUIDE are the default game controls. To change the control configuration from the one shown, make sure the highlight is on 'TYPE I' and then use the directional buttons until the preferred configuration is displayed.

VIBRATION:
Highlight this entry and press the ⊗ button to turn the vibration function of the DUALSHOCK™ analog controller on and off.

DISPLAY
Screen Position: Change the screen position (to ensure you see the whole picture) by using the directional buttons and press the ⊗ button when done.

SUBTITLES:
Highlight this entry and use the ⊗ button to turn the in-game subtitles for the speech on and off.

AUDIO
Here you can modify the music volume. You can also change the output to stereo or mono. Only choose stereo if you know your television to have only stereo sound!

SAVING / LOADING YOUR PROGRESS

NOTE: Martian Gothic: Unification only supports MEMORY CARDS inserted into MEMORY CARD Slot 1.

SAVING

Saving your progress can only be done when in-game. You will have to explore Vita I and find the base's computer system. When you have gained access to the computer system you will find a Martian Mayhem directory. Enter here and use any vacant save game slots to save your progress. If no free Martian Mayhem save slots are available you will have to move to another computer! Each computer on the Vita I base only lets you save to it a maximum of 12 times.

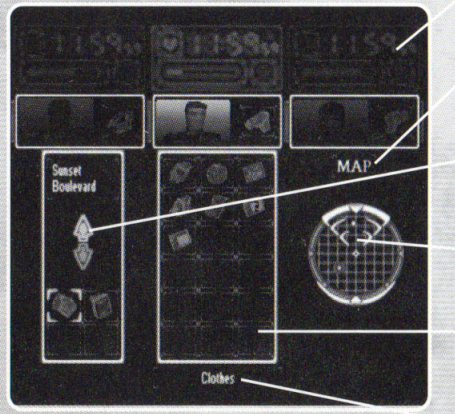
Do not insert or remove MEMORY CARDS when the power to your console is ON.

LOADING

To load a saved game, simply use the 'Load Saved Game' selection from the main menu.

INVENTORY SCREEN

When in-game press the START button to enter the inventory screen. Here you will have access to all of the objects currently carried and also to your health data. You can view the data for each of the three game characters by pressing L1 button or R1 button to switch between them. On the left of the screen you will find displays of objects currently being examined (e.g. vac tubes, storage hatches, pockets on bodies). The Map icon on the right allows a cryptic base map to be viewed. On the right is a slot for your Bioscanner display (if first found and used).



CURRENT CHARACTER'S VITAL DATA

MAP ICON

ADD-ON SLOT FOR FOUND CONTAINERS (VAC TUBE SHOWING)

ADD-ON SLOT FOR BIOSCANNER

CARRIED ITEMS DISPLAY

DESCRIPTION OF ITEM CURRENTLY HIGHLIGHTED

INVENTORY OBJECTS

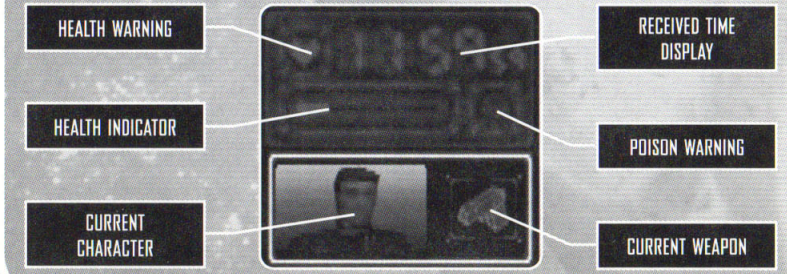
Objects collected during your exploration of the base will be displayed via your inventory. You can view additional information on the majority of items by first using the directional buttons to highlight them and then pressing the ⊗ button. A menu will appear in the top left of the screen and you will be asked what you want to do with that object:

Examine: If available, this will give you a brief description of the object and perhaps a clue as to its potential use(s).

Use: This allows you to use the selected object.

Placing Object: If you choose to 'Use' any object that contains storage space, the chosen container's contents (if any) will be displayed in the lower left-hand side of the screen. You can transfer objects to and from containers by selecting the target object, pressing the ⊗ button and then using the 'place X in Y' option shown in the top left hand corner.

VITAL CHARACTER DATA



HEALTH

Uppermost on the Inventory display you will see a watch display of your character's essential statistics. At the top of the display is the time and below that is the character's energy status. This energy level will decrease if your character is attacked in any form, physical or otherwise.

POISON

To the right of the health bar is the Poison indicator. If your character is, by some means, poisoned, the level of infection will be displayed here. Once the skull-and-cross-bones starts flashing you know that your character is in dire straits. If you have not taken the anti-toxin shot and have not discovered any assistance (you could really use a doctor!), you will die.

WEAPON USE

To use a weapon shown in your inventory, highlight it, press the ⊗ button and then select 'Use'. That weapon will then show in the character's Vital Data display at the top of the screen and any ammunition loaded will also be shown. You can quickly reload a weapon by highlighting the weapon in the Vital Data display area and then pressing the ⊗ button. Your character will also automatically reload when in-game as long as you have ammunition to use. Try and ensure that your character has enough ammo at their disposal and that the gun is cocked and ready for action.

MAP

Select the Map icon to help orientate yourself. Door tag colors are also shown here so you can quickly see which direction you should be heading, as well as informing you of which base doors correspond with any colored tags displayed in your inventory, thus allowing you to open them.

BIOSCANNER

If you find and use a Bioscanner you will be able to see a display of human brain activity in your vicinity. This display has a blip to show the relative position of any detected objects and will change color to reflect distance as described below:

Green = Safe

Amber = Warning

Red = Critical!

Use your Bioscanner to help achieve your mission's secondary objective 'STAY ALONE. STAY ALIVE'. Use the Bioscanner wisely as its life, like yours, is not eternal.

OPTIONS

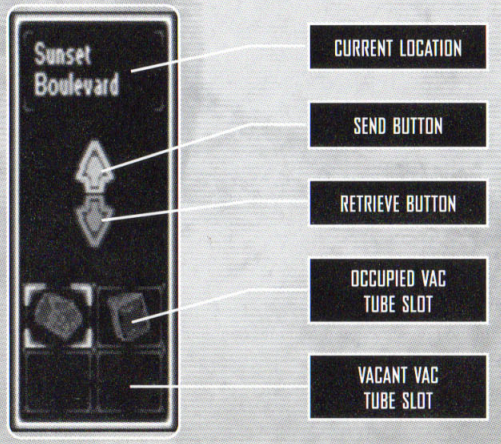
Pause the game and go to the main menu and options screen. The main menu is the only true PAUSE as, at other times, the in-game Inventory menu does include some real-time elements such as the watches and the poison counter! Beware!

STORAGE HATCHES

Storage Hatches (some shown with flashing lights) will be found throughout the Vita I base. Use these to store any objects you do not need, to create space for other objects you may wish to use, or as a point to exchange objects between game characters while ensuring that the protagonists do not come into contact.

VAC TUBES

If you come across one of the base's Vac Tube terminals you can use it to send items around the base. Use a Vac Tube to access the Inventory interface, to exchange items between your three characters thus enabling them to work together as a team, and to overcome any of the mission's obstacles. You can place up to four objects in the system at any one time and then send or retrieve them by highlighting the Up (Send) or Down (Retrieve) pointing arrows and pressing the ⊗ button. With more than one character positioned by a Vac Tube you can seamlessly exchange items by using the inventory-based Vac Tube controls in conjunction with the SELECT (switch character screen) button.



COMPUTER SYSTEM

Accessing any of the base computers will reveal a number of choices:



UNRESTRICTED
Information of a general nature on the Vita Project and staff research.

RESTRICTED
A password-protected area containing more sensitive information.

LOCAL
Vital audio records and storage location data are housed here. Listen to the recordings to discover the events leading up to the initiation of the Enigma Mission. Reference the local storage entries to track missing and undiscovered objects throughout the base's numerous Vac Tubes and storage points.

OTHER
An icon for any local controls will appear when at certain consoles (e.g.'Rock Cutter' when in Geolab, as shown in the previous diagram). Use this to control local switches and to use local tools.

MARTIAN MAYHEM



Martian Mayhem II (there was no Martian Mayhem I) is generally regarded as the worst game in the history of videogames. Created by Bull Bellow Productions with 'experimental' music and sound by Babelophony Inc., it took almost 20 years to develop, starting in 1998 and arriving on the shelves in December 2017. Its incomprehensible plot, impossible puzzles and atrocious acting instantly launched it into cult classic status. Many of the Vita I crew idled away spare hours playing Martian Mayhem on the base computers, continuously amazed at the sheer awfulness of each succeeding level and driven by the compulsion to reach the unreachable finale.

Saving your progress can only be done when in-game. You will have to explore Vita I and find the base's computer system. When you have gained access you will find a Martian Mayhem directory. Enter here and use any vacant save game slots to save your progress. If no free Martian Mayhem save slots are available you will have to move to another computer! Each computer on the Vita I base only lets you save to it a maximum of 12 times.

MISSION INTELLIGENCE

MOOD

Mood is the base's nerve center and a vital source of information that could help you complete your mission via 'Infomeshing', a technique linking a person's psyche with a computer system. Using a Simureal™ interface, Infomeshing with Mood will allow Kenzo to access and interrogate her knowledge banks. Kenzo is no ordinary 'Infomesher' and he's been waiting a long time to meet Mood.

WEAPONS

You're on a fact-finding mission so weapons are not standard issue. Explore the base and you will soon find the means to complete this assignment. Different weapons have varying fire rates and power so make sure the character with the biggest challenge is appropriately equipped. Avoid 'blue-on-blue' friendly-fire, your bullets can kill friends as easily as enemies. As for the Psionara, that's a one-man weapon.

AMMUNITION

Share any found ammunition between your characters to ensure they can protect themselves at all times. Search Nondead and storage areas.

TAGS

Doors can only be opened with an appropriately colored tag. Once a door is opened by one of your team members it will remain open to all. Electronic wrist tags can be found around the base as well as on Nondead crew members. If you are stuck at any time during the game, check that your inventory does not include any unused door tags. Use the Map to find the location of doors showing any tag color.

ENEMIES

Keep a watchful eye on each of your characters as once shot and down the Nondead tend to get back up again, and again... Learn to recognize the different enemy types and so anticipate the varying attack styles. Use the move and shoot combination to become a more difficult target.

SEARCHING

When stationary and not in combat mode, the EXAMINE icon will appear if there is an examinable object within range. Simply press the ⊗ button and a menu of options will be displayed in the top left hand corner.

TEAM WORK

If stuck, examine items with each of the team members as each character has their own individual skills and this may help reveal critical clues. Also, remember to pass objects between the three by means of the Vac Tubes or storage areas.

CREDITS

Actors:

Fenella Fielding	'Mood'
Anita Dashwood	'Matlock'
Wataru Arai	'Kenzo'
Rupert Degas	'Karne'
Julie Peasgood	'Harroway'
Patrick Pearson	'Ben Gunn'

Other Voices:

Angela Ridgeon, Patrick Marley, Toby Williams, Jennifer Chu, Michael McGann

Recordings Made At:

Audio Interactive, Pinewood Studios
Headroom Studios, Notting Hill, London
Matinee Studios, Reading, Berkshire

Creative Reality Software:

Programming: Martin Wong
Alex Syrichas
Neil Dodwell (PC version)
Animation: David Dew
Designer: Stephen Marley
Composer: firQ
Renders: Julian Holtom
Paul Oglesby

Polygon Models and Textures:
Ian Bowden, Chris Edwards
Concept Art: Kev Walker
Dave Hitchcock
Other Graphics: Luke Vernon

Take 2 Interactive:

Business Affairs Director: Simon Little
Producer: Luke Vernon
Associate Producer: Kit Brown
Group Production Manager: Jon Broadbridge
Group Production Co-Ordinator:
Chris Madgwick
Group Prodcution Assistant: Joanna Foster
Packaging: James Quinlan, Selena Miffling

Tarantula Studios (QA HW):

QA Manager: Mark Lloyd
Lead Tester: Kit Brown
Testers: Lee Johnson, Jim Cree, Phil Alexander, Mike Emeny, Wil Kirton, Tim Bates

Coyote Developments Ltd:

Programming: David Shea, Harvey Gilpin, Andy Spanswick
Project Management: David Shea
Additional Work: Matt Nagy

Take2 Interactive Studios, Baltimore

Producer: Matthew Kreager
VP of Business Development: Jamie Leece
VP of Publishing: Chris Mate
Executive Producer: Robb Alvey
Marketing Director: Greg Bauman
Marketing Manager: Mark Moon
Marketing Communications Coordinator:
Chris Larkin
Corporate Communications Manager:
Anne-Marie Sims
Art Director: Mike Snyder
Graphic Artist: Dawn Silwick
Webmaster: Robert Fletcher
QA Manager: Phil Santiago
Computer Specialists:
Kathy Richardson, Anne Takeuchi
Technical Support: Pete Stewart, Patty Saneman, Kathy Young, Andre Liggins, Daniel Karp, Jeff Zoller, Alex Bradley
QA Superviser: Frank Kirchner

Quality Assurance: Lisa Nawrot, Kai Ma, Josh Rose, Joe Covello, Stacey Sharpe, Joshua Noll, Stephen Thomas, Scott Vail
Special thanks to: Linda Wratchford, Peg Zoltan, Patty Santiago, Melissa Voggenauer

NOTES:

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