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PlayStation

ASC GAMES™

PlayStation™

NTSC U/C

PlayStation™

TEEN

T

AGES 13+

CONTENT RATED BY ESRB

SLUS-00469

# ONE™

Co-developed by

VISUAL CONCEPTS™

ASC GAMES™

## WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

### WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

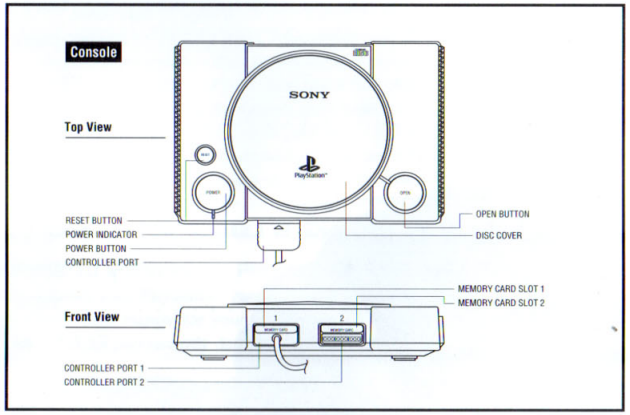
### HANDLING YOUR PlayStation™ DISC:

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

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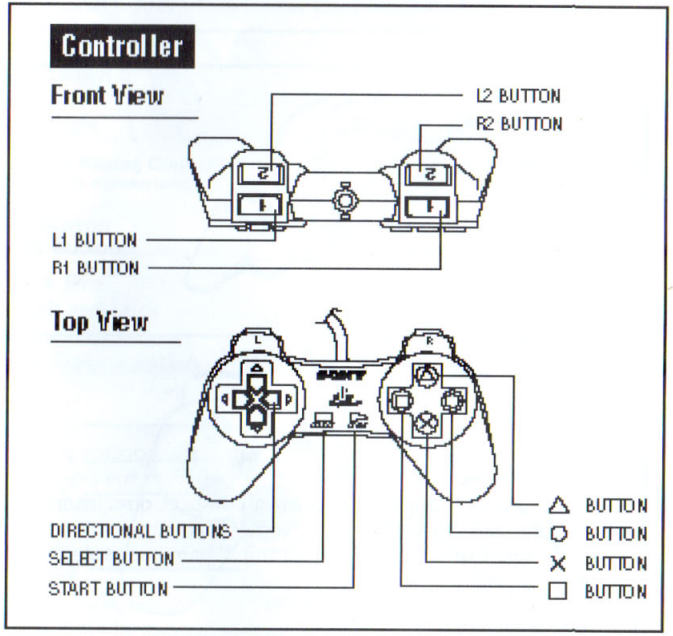
# PLAYSTATION™ SETUP



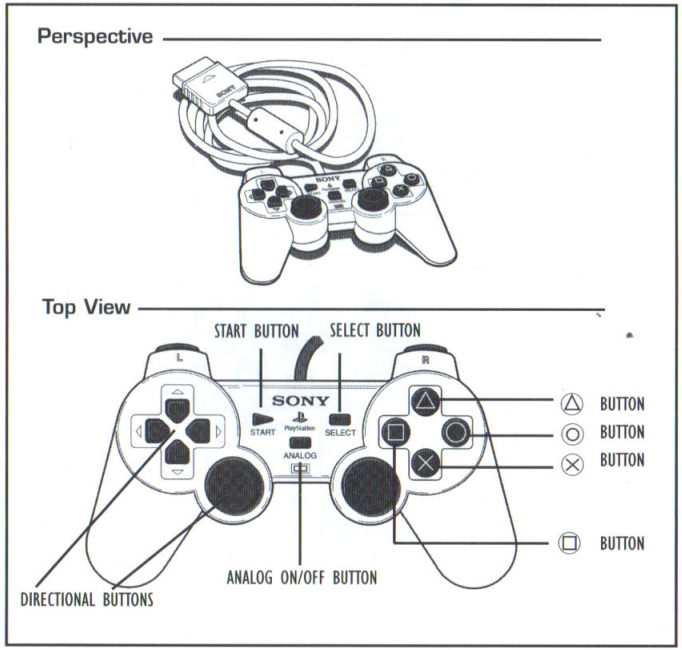

**Setup your PlayStation™** game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the ONE™ disc and close the disc cover. Insert game controllers and turn on the PlayStation™ game console.



# CONTROLLER LAYOUT



# ANALOG CONTROLLER






# CONTROL SUMMARY

## CHARACTER MOVEMENT

(Directional buttons move John Cain relative to the screen)

| | |
|---|---|
| Move Up | ↑ |
| Move Down | ↓ |
| Move Left | ← |
| Move Right | → |

**Note: The Analog Controller™ will allow the user to gradually adjust the speed of John Cain's movement.**

| | |
|---|---|
| Start Button | Pause Game |
| Select Button | Switch between primary and special weapon |
| Lock & Fire | △ |
| Crouch and Lock | △ + R1 Button |
| Physical Attack | ○ |
| Turbo Physical Attack **(Used in the Red State of Rage)** | ○ charge for 3 seconds, release and immediately press ○ again. |
| Smart Bomb **(Used in the Hyper State of Rage)** | ○ |
| Fire | □ |
| Jump | ✕ |
| Somersault Jump | ✕, ✕ |
| Strafe | L1 Button + □ |
| Zoom Camera | L2 Button |
| Crouch | R1 Button |
| Dive **(While Running)** | R1 Button |
| Cancel Pull Up **(During Pull Up)** | R1 Button |

**Note: The default controller configuration is shown here. All references to button selection refer to the default controller configuration.**

## THE STORY

ONE MAN. ONE SOLUTION. ONE STATE OF MIND.

**When a corrupt military experiment goes wrong, one man's rage becomes his only weapon...**

Forty years into the future, the military establishment has become both legendary and feared for its incredible might and its unstoppable capacity for war. New and strange technologies have changed the face of the battlefield. The line between good and evil no longer exists.

You awaken in the ruins of a metropolis apartment. The room is vaguely, yet inexplicably familiar to you. Your thoughts are murky and your memory a blank. Your body feels strange and numb, partly encased in a mechanized shell of dark alloy. Your left arm is now a metallic monstrosity, a deadly weapon.

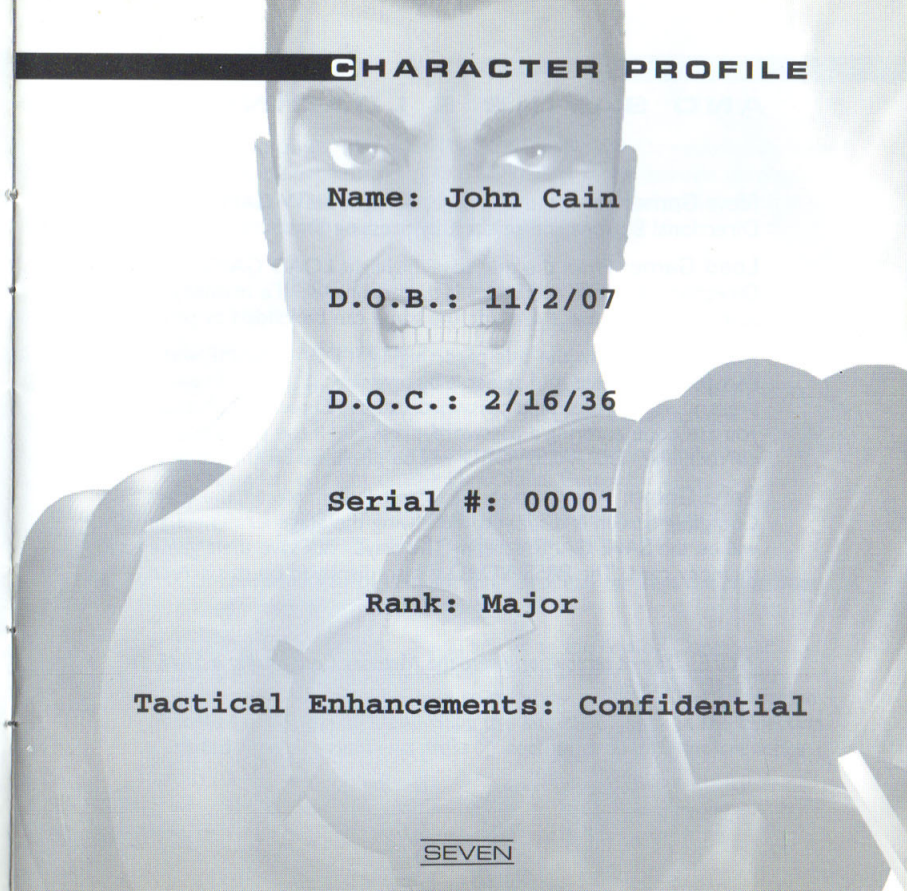
As you search through this strange world, you are attacked by unknown enemies and pursued by relentless hunters and fearsome machines of war. As you desperately fight for your survival, you seek to uncover the mystery behind the past you cannot remember and the true origin of the destructive powers you now possess, but do not understand.

There is only one emotion that propels you forward to discover the truth about your past and only one emotion that will save your life...

**RAGE**



## CHARACTER PROFILE



**Name: John Cain**

**D.O.B.: 11/2/07**

**D.O.C.: 2/16/36**

**Serial #: 00001**

**Rank: Major**

**Tactical Enhancements: Confidential**

## STARTING THE GAME AND SAVING & LOADING

**New Game:** From the title page, highlight NEW GAME with the Directional Buttons and select it by pressing ⊗.

**Load Game:** From the title page, highlight LOAD GAME with the Directional Buttons and select it by pressing ⊗. If a memory card with a saved ONE™ game is present, the game can be loaded by pressing ⊗.

**Password:** From the title page, highlight LOAD GAME with the Directional Buttons and select it by pressing ⊗. Select Password and press ⊗. To enter a valid password, use the Directional Buttons. When you are done entering a password, press ⊗. If the password is not correct, INVALID PASSWORD will be displayed on the screen.

**Save Game:** After a stage is successfully completed, the Stage Complete screen is displayed. Following the Stage Complete screen will be the SAVE GAME screen. The player can save their game to a memory card. The PASSWORD is also displayed on this screen.

*NOTE: Do not remove or insert the Memory Card during a SAVE or LOAD operation.*



## OPTIONS

From the title page, highlight OPTIONS with the Directional Buttons and select it by pressing ⊗. The OPTIONS menu screen displays Game Options. The user can highlight the desired option with the Directional Buttons and selecting it by pressing ⊗.

**Difficulty:** Easy, Normal or Hard. This represents different challenge levels.

**Audio:** Select Stereo or Mono.

**Sound Effects Volume:** The user can adjust the sound effects volume by pressing left or right on the Directional Buttons.

**Music Volume:** The user can adjust the music volume by pressing left or right on the Directional Buttons.

**Voice Volume:** The user can adjust the voice volume by pressing left or right on the Directional Buttons.

**Controller Configuration:** The user can reassign the controller configuration to personal preference.

**Analog Calibration:** If you are using the Analog Controller, you can calibrate it from the Options menu by selecting Analog Calibration. If you choose to re-calibrate, press ⊗. The calibration screen is displayed. Now, move the left analog stick in the direction stated on the screen and press ⊗ each time to confirm the action.

## STAGE DESCRIPTION

**Metropolis:** Escape from collapsing buildings while trying to avoid falling debris and barricades. You are attacked by unknown enemy opponents and metropolis police forces as you are chased across a vast cityscape.

**Mountain Fortress:** Climb, jump, and scale across ledges, peaks, plateaus, bridges and landing pads while troops and mechanical units of war await you around every turn. Slide down high tension wires and destroy attack helicopters and airborne units, as you try to blast into the sealed mouth of the fortress.

**Monorail:** Wreak havoc through passageways, while defeating opposing soldiers, gun turrets and an assortment of fierce military arsenals. Race through subterranean caverns toward the ocean atop a speeding monorail that is on a collision course with the ultimate machine of war.

**Lab:** Disappearing and moving platforms leave you no choice but to stay alert in order to escape from a strange surrealistic laboratory. Time bombs and laser gun turrets will keep you moving.

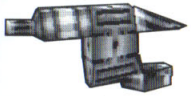
**UnderSea Research Facility:** Battle and race through underwater tubes and domes. The answers you seek may lie in the depths of the ocean floor.



## WEAPONS

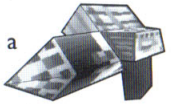
**Primary Weapon:** You have a big plasma cannon for an arm. The power and frequency of your firepower is determined by your "State of Rage".

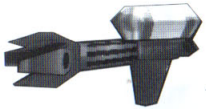
**Special Weapons:** Hidden throughout the game, these powerful weapons will aid you in your journey. You will need to pay attention to your "Special Weapon" meter as these weapons have limited ammunition.



**Pulse Laser Cannon:** Fires a rapid succession of instantaneous lasers.

**Homing Missile Launcher:** Fires a single, fast moving guided missile.





**Flame Thrower:** Releases a continuous stream of fire.

*NOTE: Additional hidden weapons may be found throughout the game.*

*NOTE: Based on John Cain's performance, you will be awarded various bonuses throughout the game.*

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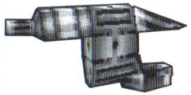
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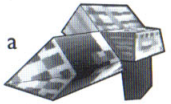
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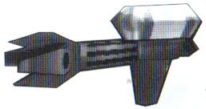
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*NOTE: Additional hidden weapons may be found throughout the game.*

*NOTE: Based on John Cain's performance, you will be awarded various bonuses throughout the game.*

## PHYSICAL ATTACKS

**Physical Attacks:** By pressing ◎, John Cain will perform a physical attack. When pressed repeatedly, John Cain will perform a combination of Physical Attacks. Physical Attacks are useful in defeating enemies that are in close proximity.

*NOTE: Based on John Cain's State of Rage, the Physical Attacks will be more complex, as well as more damaging.*



## RAGE METER

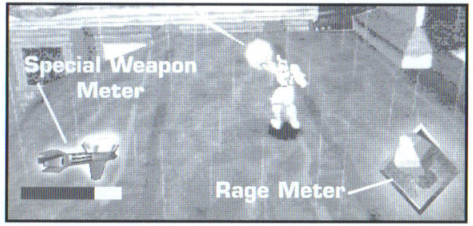
The Rage Meter serves as the player's power and health meter. As the player destroys more objects and enemies, the Rage Meter will increase. As the player takes damage, the Rage Meter will decrease.

**Green State:** Player is in a low State of Rage and is at his most vulnerable.

**Yellow State:** Player is in a medium State of Rage. Player's weapon power, accuracy and firing rate is increased.

**Red State:** Player is in an intense State of Rage. Player's weapon power, accuracy and firing rate is further increased.

**Hyper State:** Player is in a maximum State of Rage. Player's weapon power, accuracy and firing rate is maxxed out. When the meter is bouncing off the screen, the player can execute a smart-bomb by pressing ◎.



## STAGE COMPLETE

At the successful completion of each stage, the player will be presented with the following statistics:

**Kills:** The number of enemies destroyed in the stage.

**Destructions:** The number of objects destroyed in the stage.

**Accumulated:** The accumulated Kills and Destructions that the player has amassed up to this point in the game.
*Note: For every 100 Kills and Destructions accumulated, the player will be awarded one extra life.*

**Rank:** The player's performance will be ranked at the Stage Complete screen.

**Sedate**
**Maybe you should try baseball.**

**Pissed**
**Are you playing 'ONE'?**

**Enraged**
**That's more like it!**

**Rage**
**Okay, you're the man.**



STAGE COMPLETE

### Soft Reset
Holding down the SELECT button and then holding down the START button for two seconds, returns the user to the title screen.

### Quit Game
During the game, press the START button to Pause. To bring up the Quit option, press the SELECT button. Use the Directional buttons to highlight "Yes" or "No" and press ⊗ to confirm.

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Nick Jones
Doug Ferguson
Alvin Cardona
Gary Neville

1. KEEP MOVING. DON'T STAND STILL.

2. MASTER ALL OF THE CONTROLS--YOU'LL NEED THEM.

3. CONSERVE YOUR SPECIAL WEAPONS FOR DIFFICULT AREAS.

4. USE PHYSICAL ATTACKS TO DESTROY ENEMIES (AND OBJECTS) IN CLOSE RANGE.





5. OBJECTS THAT CAN BE DESTROYED WILL FLASH AS THEY ARE FIRED UPON. IN CERTAIN SITUATIONS, YOU MUST DESTROY ALL WAVES OF ENEMIES *BEFORE* TRYING TO DESTROY OBJECT THAT ARE IN YOUR PATH.

6. WHEN MAKING A DIFFICULT JUMP, USE CAIN'S SHADOW TO HELP GUIDE YOU.

7. ZOOM CAMERA FEATURE WIL PROVIDE A BROADER VIEW OF CURRENT LOCATION.

# NOTES



# WARRANTY

## Limited 90 Day Warranty

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