PlayStation

NTSC U/C

PlayStation

T.R.A.G.

TACTICAL RESCUE ASSAULT GROUP



Mission of Mercy

TEEN

CONTENT RATED BY ESRB

SLUS-00813
3114059

SUNSOFT

The Disaster Adventure

T.R.A.G.

Tactical Rescue Assault Group

Mission of Mercy

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PROLOGUE

Early one morning in the year 2046, the city woke up to the news that an SOS signal had been received from the Togusa Building in the centre of the city.

The Togusa Building is the headquarters of Machinery Gear, Inc., a major player, particularly in aerospace development. Behind this front, the company is also deeply involved in the arms industry, and is famous worldwide for its development of advanced military weapons.

The city police have taken the signal seriously and sent in a special commando unit SWAT team to overcome the terrorists and rescue scientists being held hostage.

The Togusa Building is now a fortress of the terrorists and only two commandos members have managed to enter the building alive: Alex Barrat, an expert in guns, and Michelle Stevenson, an expert in blades.

The rest of the commandos have been killed... team had not survived...

MISSION

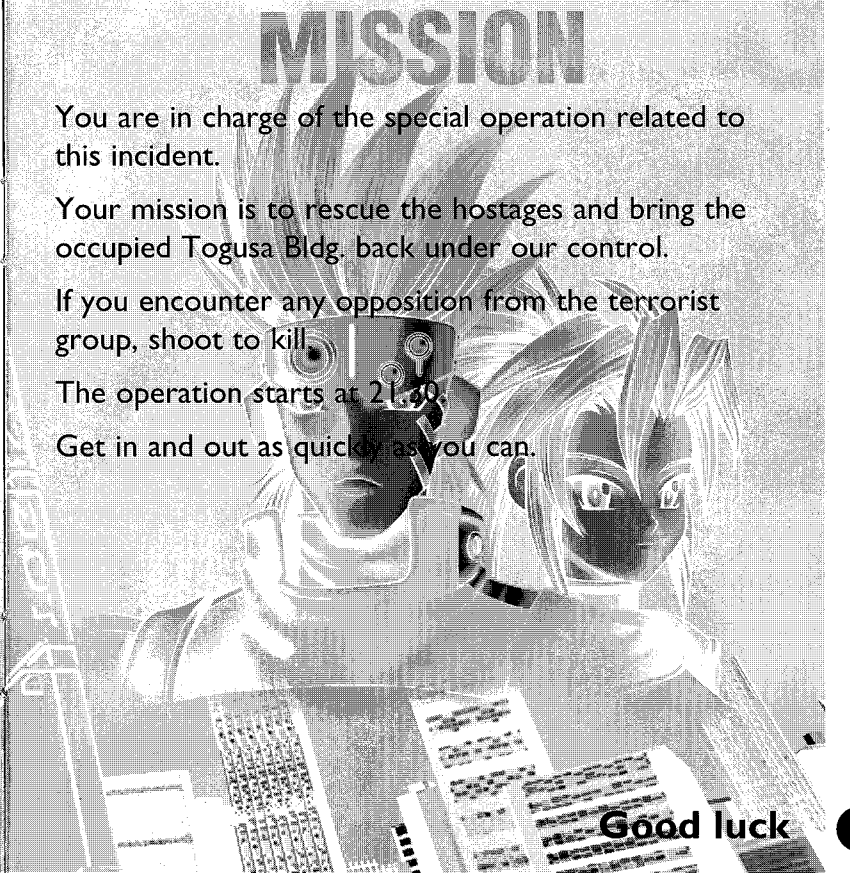
You are in charge of the special operation related to this incident.

Your mission is to rescue the hostages and bring the occupied Togusa Bldg. back under our control.

If you encounter any opposition from the terrorist group, shoot to kill.

The operation starts at 21:30.

Get in and out as quickly as you can.

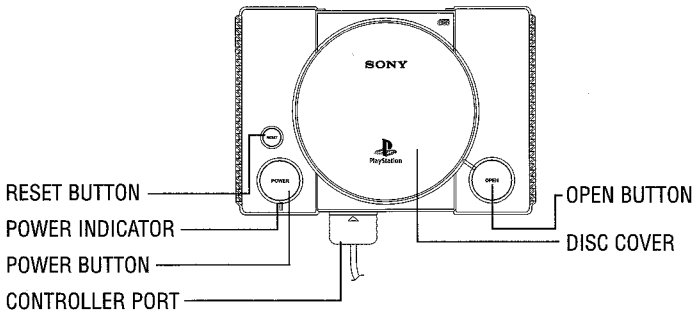


Good luck

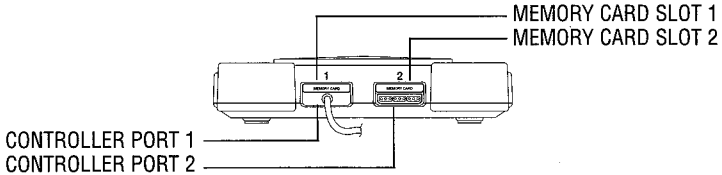
GETTING STARTED

CONSOLE

TOP VIEW



FRONT VIEW



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. Insert the **T.R.A.G.** disc and close the disc cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

STARTING THE GAME



Insert the T.R.A.G. disk into your PlayStation console. Turn on the Power, and the title video will start.

When you press the START button, the title screen appears and the menu is displayed.

Use the ⬆ or ⬇ directional buttons to select a menu item. Pressing the ✕ button enters the selected menu item.

The first time you play the game, select "GAME START".

GAME START:

Starts the game from the beginning.



LOAD:

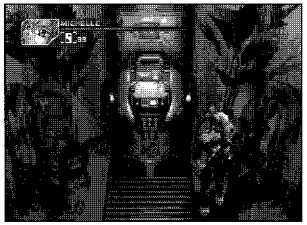
Enters the LOAD Screen (see page 7) where you can select a saved file when you want to resume the game.

OPTION:

Allows you to select the sound mode (stereo or mono) and to turn on/off the DUAL SHOCK™ vibration feature.



MEMORY CARD



While playing T.R.A.G., you will find several save points where you can save your game.

You can save up to four files.

This allows you to resume and enjoy your saved game any time.

SAVE Screen:



You can save your game up to four files.
Use the ⬆ or ⬇ directional buttons to select the file to which you want to save the current game data and press the ✕ button to start the save operation.
Press the △ button to return to the GAME Screen.

LOAD Screen:

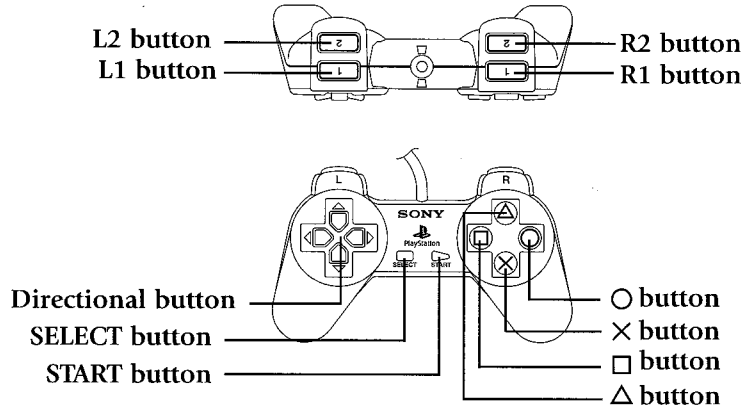


Use the ⬆ or ⬇ directional buttons to select the saved file that you want to restore the game and press the ✕ button to start loading.
Press the △ button to return to the title screen.

* To save your game, you need a Memory Card. Make sure that there are enough free blocks on your Memory Card before commencing play.

* Do not press the PlayStation Power button or Reset button or insert/remove a Memory Card while saving or loading your game data, or your saved data may be lost.

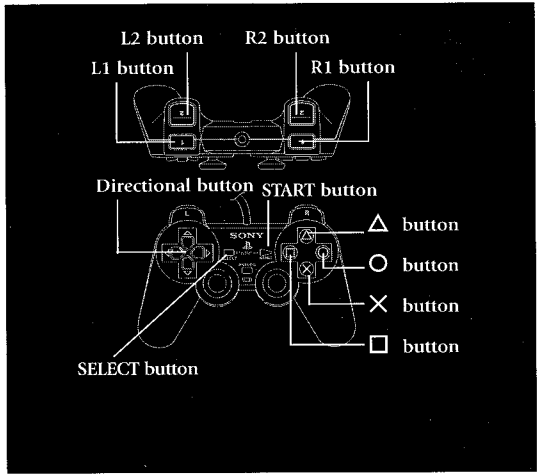
CONTROLLERS



CONTROLLERS

Analog Controller

T.R.A.G. is compatible with the DUAL SHOCK™. The button control is the same as with the regular controller.



*** T.R.A.G. SUPPORTS THE VIBRATION FEATURE ONLY. (THE LED IS OFF.) SEE THE CONFIG SCREEN ON PAGE 15 FOR THE SETTING OF THE VIBRATION FEATURE.**

CONTROLLERS

Operation on Play Screen

L2 button .....Switches the status display.
L1 button .....Switches Alex's bullet type.
R2 button .....Switches the recovery items (see page 16).
R1 button .....Switch the homing from one target to another.
(Each time you press the R1 button, Alex switches the target.)
○ button .....Cancel, Search, Talk or Open/Close a door.
× button .....Guard or Confirm.

↑ .....Forward
← → .....Turn (Up and Left or Right let you move while turning.)
← → + × High-speed turn

△ button .....Confirm the selected recovery item (see page 16).
□ button .....Normal attack

START button ...Switches the Map screen on and off.
SELECT button...Switches the Menu screen on and off.
L3 button .....Not used
R3 button .....Not used
* The START and SELECT buttons are effective only when the character is in the standing position.

↑ + × .....Dash
↓ .....Backward
↑ ↑ .....Forward step (Alex and Michelle)
↓ ↓ .....Back step

Understanding the Screen

L1 button .....Selects the main character.
L2 button .....Selects the main character.
R1 button .....Selects the main character.
R2 button .....Selects the main character.
Directional buttons ... ↑ + ↓ buttons let you select a menu item, or moves the cursor.
← + → buttons move the page.

SELECT button...Returns to the game.
○ button .....Cancel, return to the game, or return to the previous screen.
× button .....Lets you select the item.
△ button .....Cancel.
□ button .....Not used.
START button ...Not used.

SCREENS

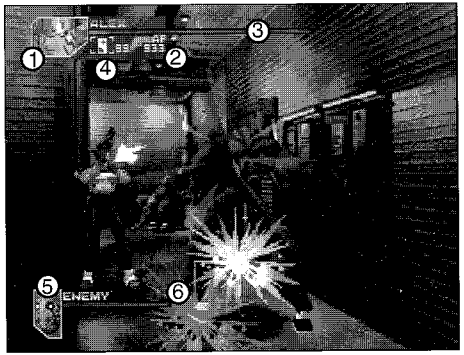
Play Screen

① Currently selected character icon
Displays the face of the character currently selected.

② Type of bullet
Displays the type and remaining number of bullets for Alex. The L1 button switches the bullet type.

③ Life-force gauge
Displays the remaining life-force of the current character. If the character is injured and the life-force gauge runs out, the game is over.

④ Item icon
Displays the recovery item currently selected.

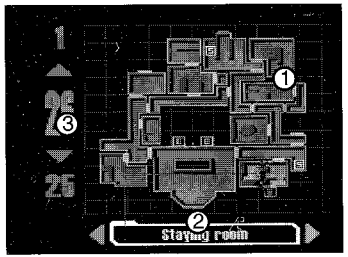


⑤ Enemy character icon
Displays the enemy character whom you are currently fighting against.

⑥ Enemy life-force gauge
Displays the life force gauge of the enemy character whom you are currently fighting against.

Map Screen

While playing, pressing the START button switches the Map Screen on.



On the Map Screen, you can see the current position of the character and the destination. The places (or rooms) you have visited are automatically recorded.

① Current position of the main character
② Displays the name of the place and identifies the room. Use the ⬅ and ➡ directional buttons to change the place.
③ Displays the floor number. Use ⬆ and ⬇ directional buttons to change floors.



Event Screen

When an event occurs during the game play, it enters a specific event screen.

Event screen example 1

For certain events in the game, you are asked to make a selection.

In this example, you have to choose either Alex or Michelle, and this selection decides the story development.



Menu Screen

While playing, you can press the SELECT button to switch the Menu Screen on and off.

The Menu Screen starts with the Main Screen and from there you can go to the Item Screen, Key Screen, Info Screen, Arms Screen, and Config Screen.

Main Screen

This is the key screen for the menus.



It displays the life-force of the character and the power of the armed weapon. On the right side is a menu of Item, Key, Info, Arms, and Config. Use the ⬆ or ⬇ directional buttons to select a menu item and press the ✕ button to confirm it.

L1 and L2 buttons or R1 and R2 buttons let you select the character you want to play. You can do this on any menu screen. Press the SELECT or △ button to return to the game.

Note: Dividing into two teams – For certain events, the characters are divided into two teams. Each team can be distinguished by the character's name and color and by the graphics of the character selected (the other team is shaded.) You can select a team by selecting the character.

Item Screen

Lets you view and use the items you have.



It displays the name, quantity, and description of the items.
Use the ⬆ and ⬇ directional buttons to select an item and press the ✕ button to confirm it.
Use the ⬅ and ➡ directional buttons to move between pages.
Press the △ button to return to the Main Screen.

Key Screen

Lets you view the key items you have.



It displays the name and description of the key items.
Use the ⬆ and ⬇ directional buttons to select an item.
Press the ✕ button to enlarge the view.
Use the ⬅ and ➡ directional buttons to move between pages.
Press the △ button to return to the Main Screen.

Info Screen

Lets you read the information and documents you have obtained in the game.



It displays the name and description of the items.
Use the ⬆ and ⬇ directional buttons to select an item and press the ✕ button to read it.
Use the ⬅ and ➡ directional buttons to move between pages.
Press the △ button to return to the Main Screen.

Arms Screen

Lets you view and arm the weapons you have.



It displays the name, quantity, and description of the items.
Use the ⬆ and ⬇ directional buttons to select an item and press the ✕ button to arm it.
Use the ⬅ and ➡ directional buttons to move between pages.
Press the △ button to return to the Main Screen.

Config Screen

Lets you set the play options.



Vibration: ON/OFF
Sound: STEREO/MONO
Use the ⬆ and ⬇ directional buttons to select an item and press the ✕ button to confirm it.
Press the △ button to return to the Main Screen.

GAME OVER!!!

IF ANY ONE OF THE CHARACTERS RUNS OUT OF HIS/HER LIFE-FORCE AND CANNOT CONTINUE FIGHTING, THE GAME IS OVER. THE GAME IS ALSO OVER IF A CERTAIN EVENT CANNOT BE CLEARED.
THE GAME OVER SCREEN WILL APPEAR AND THEN THE TITLE SCREEN COMES ON.



ITEMS

There are four kinds of items: Consumable items, Key items, Arms items, and Alex's Bullet items. You can get items by searching a certain place, or through an event. Besides the four kinds of items, there is another item that you cannot carry: an immediately-effective item. You can get immediately-effective items by defeating an enemy.

Consumable Items

These are the items you rely on to carry on the game.



FIRST AID PILL
RESTORES THE LIFE-FORCE BY A SMALL AMOUNT.



FIRST AID TUBE
RESTORES THE LIFE-FORCE BY A MEDIUM AMOUNT.



FIRST AID KIT
RESTORES THE LIFE-FORCE BY A LARGE AMOUNT.



BLUE EX BOTTLE
EXTENDS THE LIFE-FORCE UPPER LIMIT.



YELLOW EX BOTTLE
EXTENDS THE LIFE-FORCE UPPER LIMIT.

First aid pill, First aid tube and First aid kit are the consumable items that you can carry and use on the Play screen.
Press the R2 button to select an item and the △ button to use it.
The other consumable items can be used only on the Menu screen.

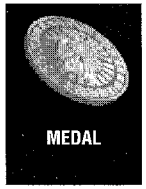
Key Items

You will need a certain key item to continue with the story. You cannot use a key item at will: if you carry a key item, it will be automatically effective at a certain place, and an event occurs which otherwise does not.

Some examples of key items:



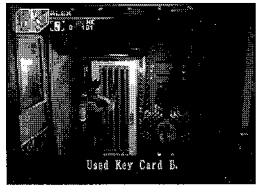


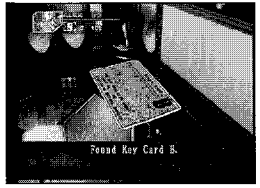




How to Use

A message like the one shown right appears as a prompt. Select OK to use it.





How to Obtain

When you search in a certain place, the screen changes to the item acquisition screen like the one shown left.

Immediately-effective consumable items





When you defeat an enemy an immediately-effective consumable item will appear. You cannot carry immediately-effective consumable items.

When it appears, move the character over it to obtain it. It immediately becomes effective and lasts for a certain amount of time.

Power restore items – There are several kinds depending on the degree of power restoration.

Alex's bullet – There are two types of bullet that you can use with Alex's normal handgun M727ST Custom: the AP bullet (AP) that shoots fast but with less power and the HESH bullet (HE) that has more power and frightens the enemy.

Use the L1 button to change the type of bullet.

Arms Items

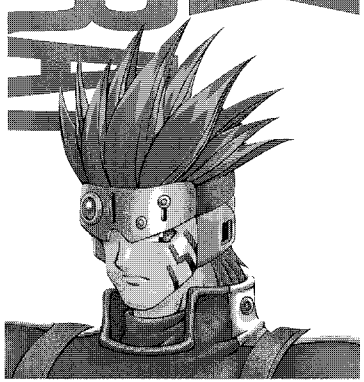


You can get weapons by clearing certain conditions. No details will be given how to get these items. It is possible that some weapons may even change your appearance. The arms items are not necessarily required to clear the game, but definitely are useful in pursuing it.

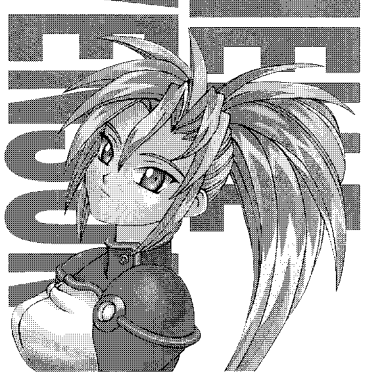
CHARACTERS

You can use four characters: Alex who is an expert in guns, Michelle who is an expert in blades, Rachel who has sneaked into the Togusa Building to rescue her father Prof. Kevin Howard, and Burns Byford who is the detective investigating the recent kidnapping of a girl.

ALEX BARRAT



MICHELLE STEVENSON



CHARACTERS

CHARACTERS

ALEX BARRAT	BUTTON CONTROLLER	MICHELLE STEVENSON
COWBOY RAMPAGE (*POWER CONSUMING ATTACK)	×+□	WHIRL SCYTHE (*POWER CONSUMING ATTACK)
QUICK SHOT	□	MIST THROW
BURST SHOT	↓+□	STEEL WIND BLADE
BACK FIGHTFIRE	↓↑+□	MOON SLICE
BOTTOM SHOT (DOWN ATTACK)	↑↓+□	HELL TUSK (DOWN ATTACK)

RACHEL HOWARD	BUTTON CONTROLLER	BURNS BYFORD
PEPPERMINT TWISTER (*POWER CONSUMING ATTACK)	×+□	DYNAMITE SHAKER (*POWER CONSUMING ATTACK)
DOUBLE ALMOND	□	WILD FANG
GO-GO HEAVEN	↓+□	JUSTICE HAMMER
SUGAR & TART	↓↑+□	DYNAMITE SMASH
PEACH DROP (DOWN ATTACK)	↑↓+□	DIVINE PRESS (DOWN ATTACK)