

SOSTM
THE FINAL ESCAPE

SOSTM

THE FINAL ESCAPE

EmuMovies

SLES-51301

PlayStation 2 and "THE FINAL ESCAPE" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.
SOS The Final Escape © 2002 INESA SOFTWARE ENGINEERING INC. Published by AMULET EUROPE LTD. Developed by INESA SOFTWARE ENGINEERING INC.
0000000000



Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Numbers.

Contents:

GETTING STARTED	02
OPERATING INSTRUCTIONS .	03
STORY	04
STARTING A GAME	06
GAME INTERFACE	08
GAME SYSTEM	10
ACTIONS	12
CHARACTERS	14
MAP	19
ITEMS	23
ASSEMBLY/DISASSEMBLY .	25
SURVIVAL TIPS	26

Thank you for purchasing SOS The Final Escape™ software designed for use with the PlayStation®2 computer entertainment system. Please read this manual carefully before playing the game, especially those sections that cover operating instructions and safety precautions.





** DVD-ROMs are easily damaged by dust and scratches.
Please handle the disc with care.*

SLES-51301

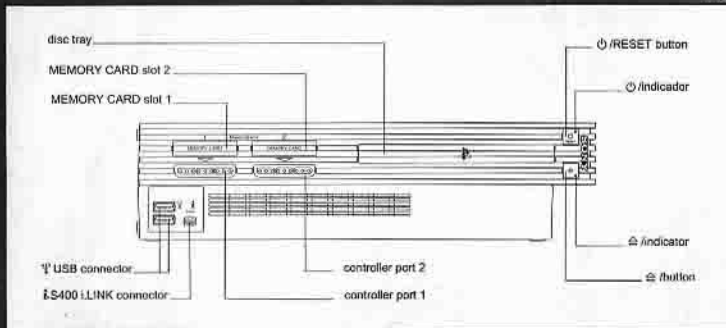
1 Player • Memory Card (BMB) for PlayStation®2 • 320KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

SOS The Final Escape © 2002 IREM SOFTWARE ENGINEERING INC.
Library programmes © 1997-2000 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe. FOR HOME USE ONLY. Unauthorised copying, adaptation, rental, lending, distribution, extraction, resale, arcade use, changing for use, broadcast, public performance and internet cable or any telecommunications transmission, access or use of this product or any trademark or copyright work that forms part of this product are prohibited. Published by AGENT EUROPE, LTD. Developed by IREM SOFTWARE ENGINEERING INC.

GETTING STARTED

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Attach game controllers and other accessories, as appropriate. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the  /RESET button. When the  indicator is green, press the  button and the disc tray will open. Place the S.O.S The Final Escape™ disc on the disc tray with the label side facing up. Press the  button again and the disc tray will close. Follow on-screen instructions and refer to this manual for information on using the software.

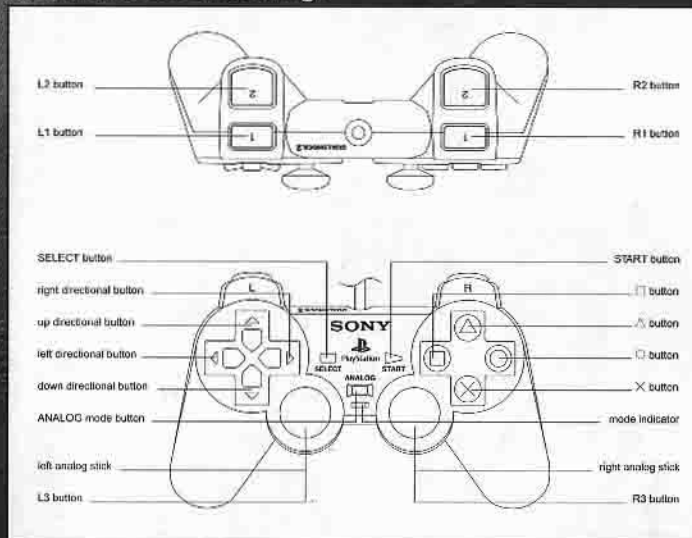
It is advised that you do not insert or remove accessories once the power is on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.







OPERATING INSTRUCTIONS

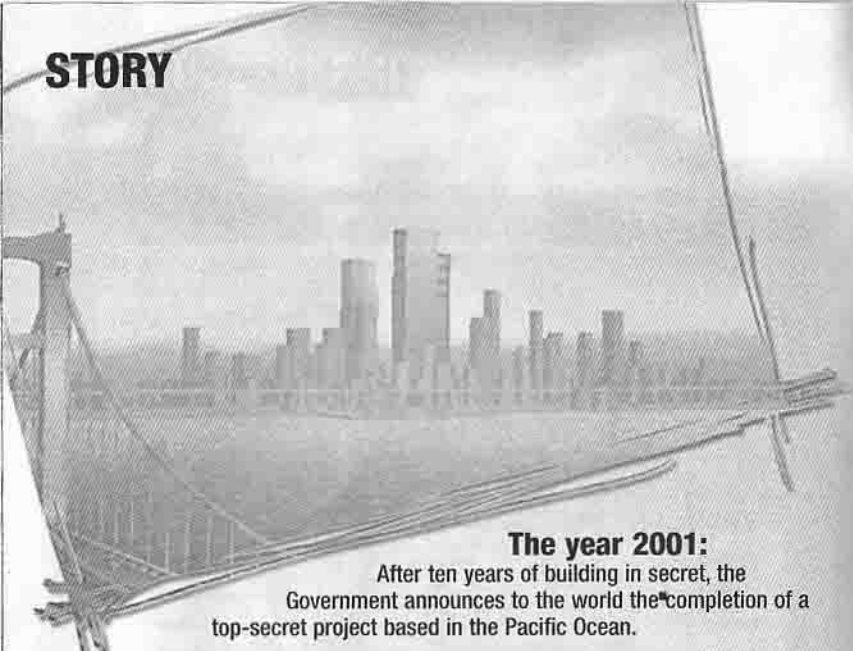
analog controller (DUALSHOCK®2)

Default Control Settings



directional buttons	Control Character movement
left analog stick	Control Character movement
L3 button	Revert first person view to straight and level
 button	Access the item menu
 button	Action/confirm selections/check/take/speak
 button	Dash/cancel selections
 button	Press and hold to enter first person view
L1 button	Shout
L2 button	Rotate camera
R1 button	Assume the bracing position (avoid being knocked over and injured)
R3 button	View map
START button	Pause game

STORY



The year 2001:

After ten years of building in secret, the Government announces to the world the completion of a top-secret project based in the Pacific Ocean.

It was the construction of artificial isle known as Stiver Island.

In a feat of revolutionary technology, the Government utilized its top engineering talent to transform a minor spur of rock that barely stood above the ocean waves to a thriving man-made island, complete with a state-of-the-art metropolis. This endeavor was beyond any previous architectural accomplishment in man's history, dating back to the construction of the pyramids of Egypt.

The revolutionary technology allowed the Government to build in a location that reached a depth in the ocean floor that was believed unusable by modern standards. The advanced construction methods were also well below the cost and timetables associated with current methods of construction. This technology, the Government officials felt, would be an incredible offering for other countries that are suffering from over-crowded cities and population explosions. Because of this, a great deal of attention was given to this man-made island.

The Government officials knew with this technology they had an incredible export item for the rest of the world. To prove their faith in the strength and durability of the technology and to gain credibility from the rest of the world's scientists and leaders, they decided to move part of the Government's administrative functions to Stiver Island.

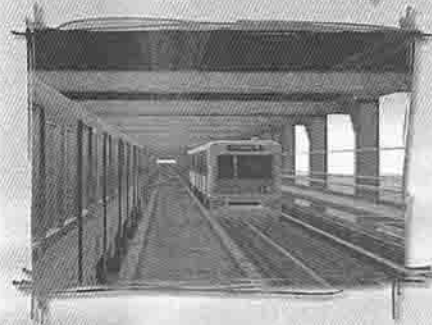
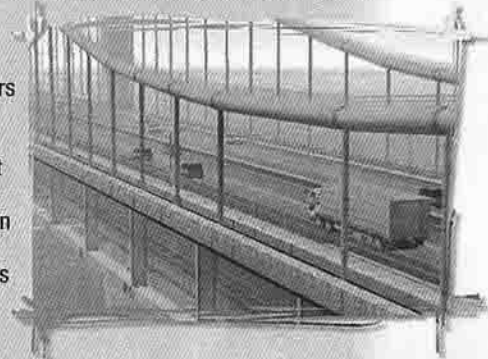
For this reason, the city on Stiver Island is called "Capital City."

A few years have passed...

Capital City is still known as the City of the Future.

The year 2005:

Keith Helm is on his way to Capital City for what he considers is a dream job - editor for the prestigious Town Crier Newspaper. This is his first trip to Capital City and he easily slips into a daydream as his train makes its way across the long bridge from C.C. Airport (which is located on another island), to Capital City itself.



Keith saw the now-famous skyline of the city from his train window, still marveling at the beauty of this city of the future. He briefly closed his eyes as rays of sunshine warmed his face. He could also smell the salty ocean breeze as he listened to the noisy sea gulls squawking as they played above the waves.

Within a few tragic moments, however, Keith's world would be turned upside down forever...



STARTING A GAME

Please choose your language at the Language Selection screen.

TITLE SCREEN

Press the **START** button to display the main menu options. Use the **↑↓** directional buttons or left analog stick to highlight menu selections. Press the **⊗** button to confirm a selection.



NEW GAME:	Begin a new game.
LOAD GAME:	Load a saved game.
???:	Special feature available upon completion of the game.
OPTION:	Adjust various game related settings.

NEW GAME

Select this menu option to begin a new game and select the difficulty level (NORMAL/HARD).

LOAD GAME

Select this menu option to load previously saved game data. Use the **↑↓** directional buttons or left analog stick to highlight the desired saved data file. Press the **⊗** button to confirm selection.



DATA SAVE

While exploring the game world, your character will come across water spigots. These can be used to quench their thirst, fill bottles with water and also provide an opportunity to save game progress.

Example: Approach a water spigot and press the **⊗** button. When the menu appears, use the **↑↓** directional buttons or left analog stick to highlight the [SAVE] option. Press the **⊗** button to confirm and access the [DATA SAVE] screen. Use the **↑↓** directional buttons or left analog stick to highlight a data save file and press the **⊗** button to save game data to the selected file. Up to ten separate save game files can be created.

** Note: 320KB of free space on a memory card (8MB) (for PlayStation®2) is required in order to save game data. Make sure to insert the memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1. Saving game data to an existing file causes the previously saved data to be overwritten.*



OPTION

The [OPTION] menu can be accessed from both the main and item menus.

SOUND

Adjust sound settings (MONO/STEREO/HEADPHONES).

VIBRATION

Turn the analog controller (DUALSHOCK®2) vibration function ON/OFF.

CONTROLLER

Make adjustments to the default controller settings.

SCREEN POSITION

Adjust the position of the game screen on the TV monitor.

BRIGHTNESS

Optimize the TV monitor's brightness level for best viewing.

** Note: Prior to playing the game wearing headphones, please make sure you have carefully read the operating instructions and safety precautions included with them and set the volume to a moderate level to avoid hearing impairment.*



GAME INTERFACE

MAIN GAME SCREEN

HP GAUGE

Indicates the character's remaining health points (HP). The game ends if this gauge is depleted.

THIRST GAUGE

Indicates the character's thirst level.



COMPASS

Indicates the direction the character is facing.

FIRST PERSON VIEW

Press and hold the **△** button to enter the first person view.

LOOK AROUND

While in the first person view, use the directional buttons or left analog stick to look around.



ITEM MENU

When playing the game, press the **○** button to access the [ITEM MENU]. Access this menu to read documents, listen to recordings, and use items. Press the **○** button to return to the game.



Press the **↑** **↓** directional buttons to switch between menu tabs in the [ITEM MENU]. Press the **×** button to access the desired tab.

USE/DISCARD	Highlight the item that is to be used/discarded with the ↑ ↓ directional buttons and press the × button to confirm the desired action.
ASSEMBLE/SEPARATE	Create a new item by assembling other items. Disassemble an item.
VIEW/LISTEN	Read documents. The envelope symbol indicates an unread document.
SETTINGS	Select a compass/check game progress/access the [OPTION] menu.
MAP/RELATION	Access the map screen. The map screen can also be accessed during a game by pressing the R3 button. Press the R1 button to zoom IN/OUT. Press the L1 button to view a list of all locations the character has visited. The [RELATION] menu tab displays character relationship information.

PAUSE SCREEN

Press the **START** button during a game to pause the action.

RESUME:	Return to the game in progress.
EXIT GAME:	Discontinue the current game without saving.



GAME SYSTEM

Always plan the next move according to the ongoing circumstances the character is facing. Take time to look around and understand the surrounding area before deciding on a particular course of action. Rushing into situations recklessly could prove to have fatal consequences.

THIRST GAUGE

Keep a close eye on the character's thirst gauge!

The thirst gauge reflects the character's need for water. This gauge diminishes over time as the character exerts energy exploring and moving around. A character's movement speed and ability to perform strenuous activities is impaired as their thirst grows. Avoid depleting the thirst gauge by drinking whatever water can be found and storing water in bottles for future use.



SHOUT

The character must shout on certain occasions! The character can establish contact with other people trapped in the city by shouting. Performed at the right time, a shout will be heard by others.



BRACING

Brace yourself!

Tremors that occur during the game have the potential to knock the character off their feet and injure them. Assume the bracing position (press and hold the R1 button) to avoid sustaining damage during tremors.



CLING



HIDE



The bracing options available to the character depend on their location when a tremor strikes. When in the bracing position, the character is unable to move. Assume the bracing position to "ride out" tremors.

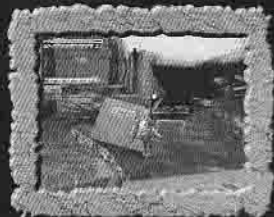
ACTIONS

The frequent and sizable tremors that occur throughout the course of the game can hinder the character's progress. Decisive decision-making and precise controller operation are required to recover from these occurrences.

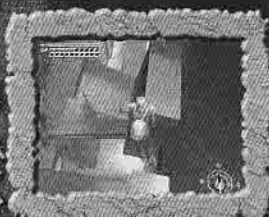
RUN

RUNNING FROM DANGER IS A FUNDAMENTAL SURVIVAL TACTIC!

Sometimes, a split-second decision is all that stands between life and death.



CLIMB

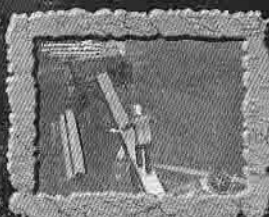


CLIMB OVER OBSTRUCTIONS TO CONTINUE THE JOURNEY!

Oftentimes the character will encounter areas blocked by rubble. Climb over obstructions blocking the way in order to advance.

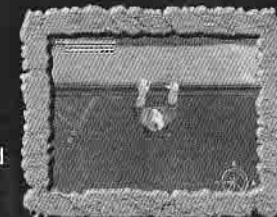


TRAVERSE



USE EXTREME CAUTION WHEN TRAVERSING CERTAIN AREAS!

One false step could prove fatal.



TRANSPORTATION



TAKE ADVANTAGE OF ALTERNATE MEANS OF TRANSPORTATION!

Alternate means of transportation can make getting around the island much easier. Sometimes they are required to reach areas that would otherwise be inaccessible.

CHARACTERS

The main character encounters other people trapped on the island over the course of the game. These people will sometimes accompany him and offer assistance. If their destination or objectives deviate from those of the main character, you may choose to go your separate ways—who knows, you may meet up with them again later on...

KEITH HELM (Main Character)

AGE: 25

Reporter for the Town Crier Newspaper.

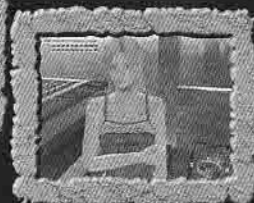
Keith was en route to Capital City to start his new job at the Town Crier Newspaper when the disaster struck.



KAREN MORRIS

AGE: 20

Karen is a sophomore attending college in Capital City. Her uncle suggested she take a trip overseas, and she was on her way to the airport when the disaster struck Stiver Island.



GREG BACH

AGE: 30

Freelance Photojournalist
Greg remained behind in the ruins of Capital City to cover the disaster, and in doing so, stumbled upon a new lead that is now his main focus.



KELLY AUSTIN

AGE: 17

Kelly lives and attends high school in Capital City. She's searching for her brother, who has been missing since the first tremors struck.



OTHER CHARACTERS

ERIC LU

Eric is a Police Officer stationed in Capital City. He continues efforts to evacuate citizens stranded by the disaster.

**JOHN PATTON**

John is a doctor who works at the Santa Katrina Hospital in Capital City. He chose to remain behind and provide emergency care for citizens injured in the disaster.

**CHARLIE BAXTER**

An experienced lawyer, Charlie was injured in the disaster and is waiting to be rescued.

**TERRY STIVER**

Terry is the chief planner of Stiver Island and director of Stiver Island Control.



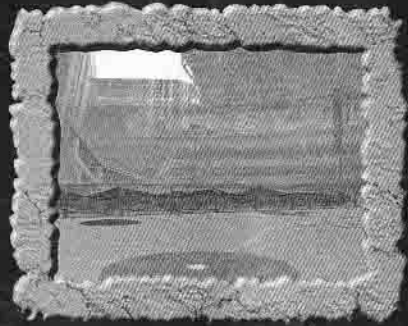
Capital City, once known as the City of the Future, lies in ruin. Violent tremors continue unabated and are tearing what remains of the city apart.

MAIN HARBOR STATION

Tremors have undermined the ceiling and support structures, and the tracks are littered with debris from wrecked trains.

**MAY STADIUM**

May Stadium was put to use as an evacuation staging area and emergency shelter not long after the first tremors, but was eventually abandoned after its structural integrity deteriorated to such a point that it became unsafe for such purposes.





CENTRAL TOWER BLDG. SURROUNDINGS

Is there any way out of this maze of ruined buildings? This area used to be filled with vitality and life, but now...



RESIDENTIAL AREA

Once a prosperous and thriving neighborhood, all that remains now are the empty shells of ruined homes.



AIRPORT ISLAND BRIDGE

Once the main thoroughfare between Capital City and the mainland, the bridge has sustained massive damage and can no longer serve the purpose it was intended for.

A wide variety of items await discovery during your character's travels on Stiver Island. Many of these will be necessary for their continued survival, while others will aid in their attempts to escape the devastation. Use acquired items carefully.



BOTTLE M

A medium sized plastic water bottle. Holds three servings of water.



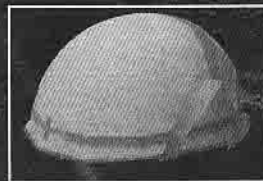
FIRST AID

Fully recovers the character's HP gauge.



RESCUE PACK

Worn on the shoulder, this emergency kit contains water and gauze. A variety of different size bags/packs can be discovered throughout the course of the game.



C HELMET

Worn on the head, this construction-grade helmet protects the character from injury caused by falling debris.



GLOVES

A sturdy pair of gloves that offer protection against sharp, dangerous materials. Gloves also prevent fatigue when hanging from objects by your fingertips.



RADIO

A small portable radio that allows the character to listen to disaster report updates.



CROWBAR

Use the crowbar to pry open jammed doors and gain access to new areas.



TORCH

Fashioned by combining other items together, the torch enables the character to illuminate a wide area.

These are just a few of the items available in the game, more await discovery.

ASSEMBLY/DISASSEMBLY

Some items acquired during the game can be combined (assemble) with other items to create a new item, while other items can be disassembled (separate) into the components that make it up. Although a particular item may at first seem to serve no purpose—combining it with other items, or taking it apart can reveal a previously unconsidered use.

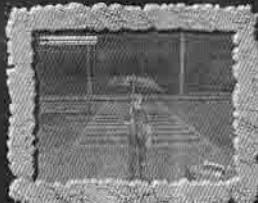
ASSEMBLE

New items can be created provided the necessary materials are available. Select the finished product you want to create and then assemble the materials required to make it!



SEPARATE

An assembled item can be separated back into its individual components. These components (items) can then be re-used to create something else.



The character can equip the end result of some item assemblies.

**Note: Items cannot be disassembled while they are equipped.*



**Note: Assembling multiple items into a new item can free up storage space in the pack.*



Use your imagination when assembling items. For example: the accompanying screenshot shows the end result of one assembly that enables the character to shed light on an area while still keeping their hands free.