

PlayStation 2

# A New World. A New Hero.

"Looks to suit you. To say that this game simply doesn't look amazing would be stupid. It has some of the best character art seen on a console!"

IGN

"...an amazing-looking thinking-man's game."

CGM

"...beginning with originality and conviction, and showcasing some of the most fluid animation ever seen in a video game."

PSE 1

"...one of PS2's truly next-generation games."

EZV.com

"Every element in the game - from the largest hill to the smallest flower - is individually modeled and the attention to detail is exquisite."

GameSpot.com

## HERDY GERDY



EmuMovies



HerdyGerdyGame.com



Comic Mischief



# E.O.E.

EVE OF EXTINCTION

EIDOS

(R, R, R, R)

#### WARNING

#### READ BEFORE USING YOUR PLAYSTATION 2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience synaptic 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 2 console, may induce or provoke epileptic attacks 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, blurred 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 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LED type. Otherwise, it may permanently damage your TV screen.

#### USE BY SONY WORLD'S PRODUCT

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or voidable your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

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- This disc is intended for use only with PlayStation 2 consoles with the NTSC J/C designation.
- Do not bend, crush, or otherwise deform it.
- Do not wave 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 the 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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For warranty support please contact our Customer Support department at 305-675-6220. Our staff is available Monday through Friday, 9:00 a.m. to 5:00 p.m. Pacific Time. You are responsible for all toll charges. Customer Support Representatives will not provide game hints, strategies or codes.

#### PRODUCT RETURN PROCEDURE

In the event our support agents determine that your game disc is defective, you will need to forward material directly to us. Please include a letter explaining what is enclosed and why you are sending it to us. The agent you speak with will give you an authorization number that must be included. You will also need to include a daytime phone number so that we can contact you if necessary. Any materials not containing this authorization number will be returned to you unprocessed and unopened. Your postage paid package should be sent to the following address:

EGDS Interactive Customer Services  
951 Branigan Street, Suite 608  
San Francisco, CA 94107  
SNM (include your authorization number here)

**Note:** You are responsible for postage for your game to our service center.

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 Call the e/DES Interactive Next Line  
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 Cost of call: \$0.95-\$1.45/minute  
 Must be 18 years of age or have parent's permission  
 Touch-tone phone required

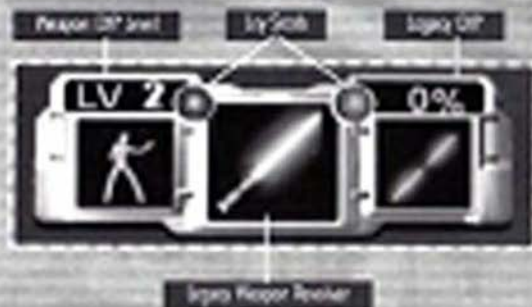


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**ENEMY HEALTH METER** – Displays the enemy's health meter and enemy's name. When you're fighting boss characters, a portrait of the enemy is displayed on the left side of this meter.

**MPS** – Number of hits inflicted on enemies. A line on this indicator will show the Maximum number of hits inflicted.



**LEGACY WEAPON REVOLVER** – Displays the equipped Legacy Weapon in the center with other relevant information. To equip other weapons you have, use the (LX) and (RY) buttons to rotate the selection of weapons. The order of weapons in the revolver can be changed via the PCA MENU.

**LEGACY EXP GAUGE** – Displays the level of the currently equipped weapon (displayed in the center).

**LV SEEDS** – Confirm the Lv Seeds you have for each weapon. Lv Seeds, currently in blue positions are displayed here. You will only be able to use an equipped weapon's Legacy Drive when both red and blue Lv Seeds are obtained for the weapon.

**LEGACY EXP** – Experience point percentage for each weapon. When this reaches 100%, the level of the weapon increases by one. The experience point percentage for each weapon increases when you successfully attack enemies and the MP number goes up.

**OXYGEN METER** – Displayed to the left of the Legacy Weapon Revolver when Josh is underwater. When Josh is submerged, the oxygen meter starts to decrease. When it reaches zero, the health meter starts to decrease. You can replenish the oxygen meter by going up for air.

## GUARD

You can reduce the damage inflicted by enemy attacks by pressing the (XX) button. However, you will still be susceptible to enemy attacks from behind.



## RECOVERY

When you are being knocked back or knocked down by an enemy, press the (XX) button to recover.



## RUN (CHANGE DIRECTION)

Push the left analog stick all the way in a direction to run. Also, use the left analog stick to adjust your attack direction during combat attacks. Note: You can crouch forward, backward and sideways by using the left analog stick while holding down the (LX) button to guard.

## LEGACY DRIVE (SPECIAL ATTACK)

Push down the (XX) button prior to display the Legacy Drive signature. Then trace the signature with the right analog stick to execute the Legacy Drive of the weapon equipped. Push down the (XX) button again while the Legacy Drive signature is displayed to cancel its execution. (Also see page 27.)



# COMBAT CONTROLS

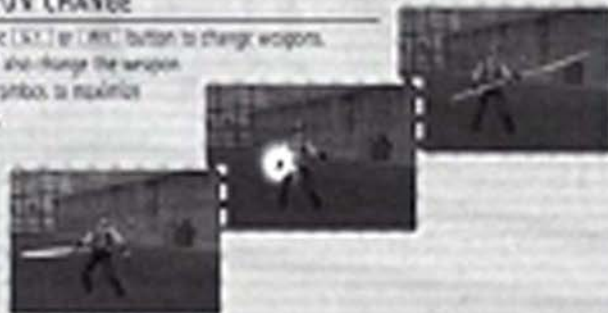
## TARGET LOCK

When you hold down the [LK] button, you lock onto the closest sight enemy.



## WEAPON CHANGE

Press the [LK.] or [LMB] button to change weapons. You can also change the weapon during combos to maximize damage.



## ATTACK

Press the [R] or [R2] button to execute attacks. Press either button repeatedly to execute various combo attacks.



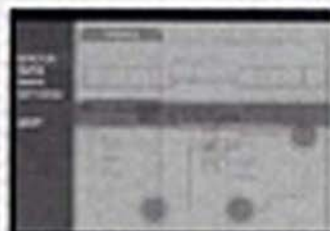
## JUMP ATTACK

Execute a jump attack by pressing the [R] or [R2] button while jumping. Press either button again when landing to execute a jump-landing attack. Note: Jump attacks and jump-landing attacks depend on the weapon equipped.



# PDN MENU

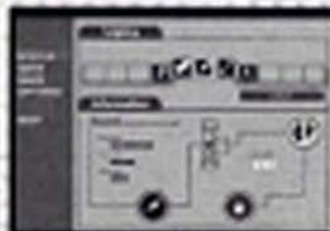
Press the [R3] button while playing the game to access the PDN MENU. Press the directional buttons [D-Pad] or [R3] to make your selection. Press the [R1] or [R2] button to accept your selection. Press the [R3] or [R3] button to cancel a selection and return to the game screen.



## STATUS

Review the weapons currently in your possession and confirm the information on the weapons.

**LEGACY WEAPON REVOLVER** – Change the order in which weapons cycle in the Legacy Weapon Revolver. There are two ways to change the weapon order: You can select two weapons and swap their places, or select one weapon and insert it between two other weapons by placing the cursor between them.



**INFORMATION: LEGACY WEAPONS** – View the properties of the Legacy weapon selected, including:

- Level of Legacy
- Power of Legacy
- Agility or speed when using Legacy
- Attack range of Legacy



Display Legacy selected



Display Legacy Drive signature





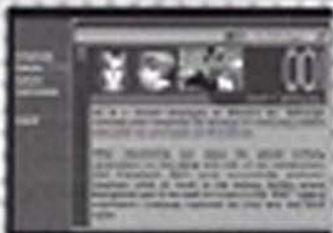
Display Legacy attribute



**ABOUT THE LEVEL OF LEGACY** – The Legacy weapon's level increases as you accumulate experience points by attacking enemies. As the Legacy weapon level increases, the number of attack combos and Legacy Drive power increase as well.

## DATA

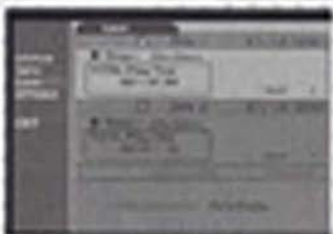
Confirm the contents of the FBI evidence you pick up during the game. When the contents are displayed, you can scroll up and down the screen by pressing the directional buttons  and .



## SAVE

Save a game in progress. You can save almost anywhere in the game. However, when resuming a saved game, you will be placed at the beginning of the map you last played or at the last lay line point.

- To save game data, insert a memory card (MSX) for PlayStation 2 into MEMORY CARD slot 1. Note: Some data cannot be saved when the memory card is inserted into MEMORY CARD slot 2.
- This game requires a minimum of 64KB of available memory to save game data. If less than 64KB of free space is available, more data cannot be saved.
- A maximum of three game data files can be saved onto a single memory card.
- While the game data is being saved or loaded, do not turn off or eject the console or pull out the memory card. Doing this may cause data corruption to the saved game.
- You can load saved game data from the same card, or from any memory card containing previously saved **EDGE OF EXTINCTION** games.



## CLIMB UP OR DOWN ON POLES:

1. Grasp pole
2. Move up/down on pole
3. Rotate in/light with pole as axis
4. Somersault backward off pole
5. Release hold to fall directly below

Jump onto pole or  button  
left analog stick   
left analog stick   
 or  button  
L.R. button






## PUSH BUTTONS OR SWITCHES:

1. Push button or switch  button
- Note: You can also attack a button with a weapon to activate it.



## SWIM:

1. Move forward  button
  2. Change direction  left analog stick
  3. Grab item  button
- Note: Jumping into water with a weapon equipped will automatically unclip the weapon.

## BARE-HANDED ACTIONS

You can perform the following actions when bare-handed:

### GRAB ONTO A BUILDING LEDGE, WALL, ETC.:

1. Grab a ledge
  2. Move left/right on the ledge
  3. Somersault backward
  4. Pull yourself up
  5. Release hold to fall directly below
- Jump toward the ledge  
left analog stick **←**/**→**  
**○** or **⊙** button  
**○** or **⊙** button  
**[X]** button



### CLIMB UP OR DOWN LADDERS:

1. Grab ladder
  2. Move up/down on ladder
  3. Somersault backward off ladder
  4. Release hold to fall directly below
- Jump onto ladder or **○** button  
left analog stick **↑**/**↓**  
**○** or **⊙** button  
**[X]** button



## OPTIONS MENU

Use the **OPTIONS MENU** to change game options. The setting changes you make in this screen will be saved when you save the game data. Press the directional buttons **←** or **→** to make your selection, press **○** or **⊙** to change the writing.

**SOUND** - Select **STEREO** or **MONO** game sound.

**BGM VOL** - Adjust the volume of background music.

**SE VOL** - Adjust the volume of sound effects.

**NAVIGATION** - Turn the Legacy navigation messages **ON** or **OFF**.

**SUBTITLES** - Turn subtitles **ON** or **OFF**.

**VIBRATION** - Turn controller vibration **ON** or **OFF**.

**DIFFICULTY** - Set the game difficulty from **EASY**, **NORMAL**, **HARD**, or **VERY HARD**. The default writing is **NORMAL**. **DIFFICULTY** settings can only be set when the **OPTIONS MENU** is accessed from the **MAIN MENU**.

**CONTROLLER CONFIGURATION** - Press the **○** or **⊙** button to access the **CONTROLLER CONFIGURATION** window. Use the menu to change the button assignments of the **○**, **⊙**, **△**, and **□** buttons. **CONTROLLER CONFIGURATION** can only be set when the **OPTIONS MENU** is accessed from within the game.

**EXIT** - Return to the game screen. [You can also press the **○** or **⊙** button to return to the game screen.]



## PAUSE MENU

Press the **PAUSE** button during gameplay to pause the game and display the PAUSE MENU on the PAUSE SCREEN. Press the directional buttons **▲** or **■** to navigate through the menu.

Press the **○** or **□** button to accept your selection. Press the **PAUSE** button again or press the **○** or **□** button to return to the game from the PAUSE SCREEN.

**MAP** - Enlarge the radar map displayed in the upper right corner of the game screen. To return to the PAUSE MENU, press the **○**, **□**, **○** or **□** button.

**RAID ON/OFF** - Toggle the radar ON or OFF by pressing the **○** or **□** button.

**NAV LOG** - View logged legacy navigation messages that have been displayed in the game. The Nav Log saves the last eight Legacy navigation messages. To view the last message, press the directional button **▲**. The log is cleared every time you start a stage.

**QUIT GAME** - End the game and return to the TITLE SCREEN.



## MOBILITY CONTROLS

### RUN/WALK

Move the left analog stick all the way in the direction you want to run. Move the stick lightly to walk.



### JUMP

Press the **○** button to jump straight up. Move the left analog stick while pressing the **○** button to jump in the direction you choose. You can also make adjustments to your jump in midair by using the left analog stick.



### LEGACY ACTIONS

Press the **○** button to execute different actions specific to each legacy.



### 1ST PERSON VIEW

Push down the **(L.A.)** button once to toggle the view from 3rd person to 1st person. Use the left analog stick to look in different directions. Push down the **(L.A.)** button again to return to 3rd person view. Note: Josh is not able to move while in 1st person view.







## WISE WORDS

### **LISTEN TO WHAT ELIEL SAYS!**

She may talk too much but in fact, she is just trying to help you. For Legacy navigation messages provide vital clues that may help you get through the game.

### **USE THE WEAPON SWITCH COMBO EFFECTIVELY!**

It's simple! Just press the L.X.1 or L.X.2 button while attacking enemies to activate a Weapon Switch Combo. This attack usually inflicts much more damage on enemies compared to the ordinary combo attacks. This technique will prove invaluable as you progress through the game.

### **CHECK YOUR SURROUNDINGS IN 1ST PERSON VIEW!**

"The stork, I can't get anywhere!" At a time like this, by checking around Josh with 1st person view, you might find a clue in unsuspected areas.

### **USE LEGACY ACTIONS, EVEN COMBINE THEM!**

"It's too high (or too far) to reach!" Use the Legacy Actions of the Rod and Snake Sword. These weapons may help you reach your destination. Also, a time may come when you may need to combine these two legacy actions.

### **PICK UP EVERY POINT!**

RCA Data Matrices that enemies drop contain vital information. At times, you may discover hints on making progress within the game.

### **SINK OR SWIM! BE COURAGEOUS!**

"I can't reach the other side, I might fall off and die!" Don't be afraid to take risk! With enough courage, you may reach an area that when you don't, you can't.

### **USE YOUR BARE HANDS AS A SAFETY NET!**

"Oh no! I'm gonna fall down!" At a time like this, switch to your bare hands. Josh may be able to grab onto something and avoid danger.

## STARTING UP

### **DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS**



**NOTE:** *ONE OF DISTINCTION* is best played with the DUALSHOCK™2 analog controller. The controller should be connected to controller port 1. With this analog controller, the ANALOG mode button and mode indicator are always set to ON, indicating that the controller is in analog mode.

When *Vibrarise* is ON, the controller will vibrate in response to game events. You can adjust vibration INTENSITY from the OPTIONS MENU.

To reset the game and return to the TITLE SCREEN during a game, press the SELECT button to display the MUSE MENU and then select QUIT GAME.

### **CONTROLLERS/ACCESSORIES**

Before starting play, make sure you have a DUALSHOCK™2 analog controller inserted into controller port 1. Do not insert or remove controllers or accessories when the power is turned on.

## DEFAULT CONTROLS

### [X] button

- guard/buffer lock
- release grip when lungeing on pipes, ledges, etc.

### [A] button

- change to first weapon or weapon combi. counter/indicator

### Directional buttons

- look: 
- rotate: 

### left analog stick

- move character (and camera in 1st person view)

### [Lk.] button (push against left analog stick)

- change to 1st person view

### [Start] button

- pause game/display PAUSE MENU

### [Options] button

- display MAIN MENU
- skip movies (except for Bonus Timer Sequence)

## ITEMS

You obtain items by defeating enemies or breaking boxes.

### ENERGY CRYSTAL

Restores John's health.



### VITALITY CRYSTAL

Restores Legacy Drive charge.



### PDA DATA MODULE

The Personal Digital Assistant, a portable information terminal that is distributed and worn by members of Bluddon. The PDA Data Module is an information storage media that is inserted into a PDA. When you pick up a data module, access its contents via the DATA MENU in the PDA MENU.



### IMPORTANT ITEMS

During the game, you'll encounter certain places that require an important item such as a key to get through a locked door. You must obtain these items before you can. Enemies holding important items have a red mark above their head.



## BUTTON-TIME SEQUENCES

During the game, events (movies) will occur that require you to press buttons to avoid potential damage. If you manage to press the button indicated on screen within the required time, you will avoid damage. If you fail to press the correct button or miss the timing, you will receive damage. Button Time Sequences cannot be skipped, but you will not die from any damage you receive.



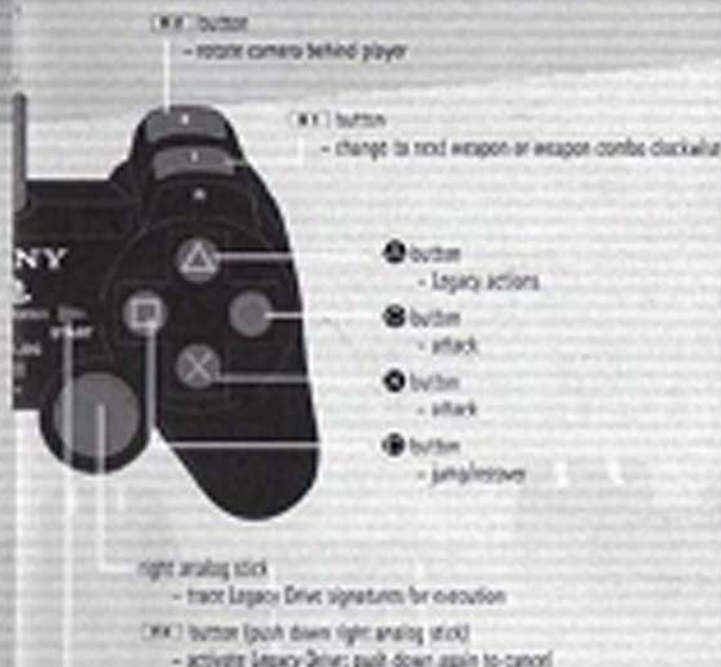
OE: You don't receive any damage.

MO: You receive some damage.

## LEGACY NAVIGATION MESSAGES

During the game, Elia will talk to you to help you navigate. Her transmissions are called LEGACY NAVIGATION MESSAGES. Elia will guide you through the game with useful information. Legacy navigation messages can be turned ON/OFF from the OPTIONS MENU.

This graphic shows the default controls used during EDC: DIE OF EXTINCTION gameplay. Some controls can be changed from the OPTIONS MENU. See page 13.



### MENU CONTROLS

- directional buttons - select menu item
- [L1] button | [R1] button - confirm menu selection
- [L2] button | [R2] button - cancel menu selection/return to previous screen

# THE LEGACY OF WISDOM

United States, early 21st century ...

The nation is wealthy and its people boast a high standard of living. In the midst of this prosperity stands Wisdom, rising star in the field of bio-genetics. But the true motive for Wisdom's foe is not in bio-genetics at all. Rather, it's in the development of a unique new weapon ... "Legacy".

A fusion of ancient magic and the human nervous system, a masterpiece of destructive power, Legacy has become an essential component in underground military deals. Manipulating the vast source of income and power, Wisdom begins to harbor a new ambition ... world-wide military control.

Wisdom employer Josh Calloway and his girlfriend, Elira Lynggard, uncover the plot and try to escape the opposition's clutches. They fail, held captive. Josh is subjected to experimentation while Elira's nervous system is wired into the core of the brand "Legacy" node. The code name of that node is "ZEL".

## LEGACY PRELIMINARY EXPERIMENT

Test Group: 0018 (0018) Overlap with  
Person: Josh Calloway  
Objective: Preliminary Phase Genetic

Notes:

1. It is absolutely vital that this experiment and all results be kept at the secret level at all times.
2. All results obtained in this level of experimentation must proceed with extreme caution at all times as the test is potentially hazardous.
3. All results responsible for transporting the experiment to the test field must be experimentally obtained in their status.
4. The experiment is scheduled to begin as soon as the test subject reaches the final destination.  
Bradshaw High Command.

# LEY SEEDS

Ley Seeds are sometimes found where energy overflows from intersections of Ley Lines.

## LEY LINE

Ley Lines are streams of Qi that circulate all over Earth. The areas where multiple Ley Lines intersect pour out energy. This overflow of energy can only be seen by wielders of advanced Magicka. You can replenish your health and Legacy Drive energy by coming in contact with a Ley Line. A single Ley Line will provide an infinite amount of energy.

## LEY SEED

Ley Seeds are matter materialized from an overflow in the intersection of Ley Lines. This is the Legacy Drive's power source. Two Ley Seeds (blue and red) are required to activate the Legacy Drive of most Weapon Crystals.

Note: Once Ley Seeds are set in a Weapon Crystal they cannot be removed.



## WEAPON SWITCH COMBO

While pressing the **X** or **Y** button to attack enemies, you can change weapons by pressing the **(L3)** or **(R3)** button to execute Weapon Switch Combo attacks.



## WISDOM AGENTS

### JOSH CALLOWAY

He may be a typical youth psychologically, but he has exceptional reflexes and physical strength.



### ELIEL EVERFAND

Josh's girlfriend and co-worker, After Whitem stripped her soul from her body to create the latest Logos, EOE. An existence but lacks a soul without a physical body. She can take shape as a weapon or a human being, but her human form is merely a hologram-like existence.

# STARTING THE GAME

## TITLE SCREEN

Press the **START** button at the TITLE SCREEN to display the MAIN MENU. Use the directional buttons to navigate through the menu and press the **START** or **SELECT** button to accept your selection.

**NEW GAME** – Start game from the beginning.

**LOAD GAME** – Load previously saved game data. (LOAD GAME will not appear if no saved game data exists in the memory card (MMC) for "Metal Gear 2" inserted in MEMORY CARD slot 1.)

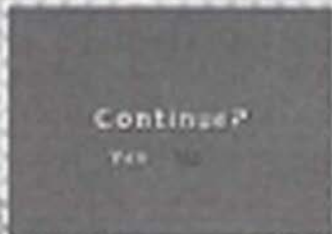
**OPTIONS** – Set game settings for the game. (The game settings can also be changed while the game from the BATTLE SCREEN.)



## GAME OVER AND CONTINUES

The CONTINUE SCREEN is displayed when Jack's health meter reaches zero. From the CONTINUE SCREEN, select YES to continue the game at the stage you left off. Select NO if you do not want to continue the game. This will take you to the GAME OVER SCREEN and then back to the TITLE SCREEN. If you do not make your selection on the CONTINUE SCREEN by some time, it will take you to the GAME OVER SCREEN.

Note: There is a time limit to the number of times you can continue.



## LEGACY ACTIONS

Press the **START** button when a weapon is equipped to execute a move that makes use of the weapon's physical attributes.

By using the Rod like a pole vault, you can jump much higher and farther.

The Snail Sword can shoot out its blades to extend the attack distance. You can use this attribute to anchor the tip of the sword to a wall. When the blade retracts, you can pull yourself toward the wall. The same action is possible while jumping.



## LEGACY SEEDS

The Legacy Drive of a weapon can only be executed when two Legacy Seeds (Blue and Red) are set on each Weapon Crystal.

## LEGACY DRIVE

If you have two Legacy Seeds set on a Weapon Crystal, you will be able to initiate its Legacy Drive providing that you have enough Legacy Drive energy at your Legacy Drive meter.

Push down the **START** button once to initiate the first phase of the Legacy Drive execution. You will then see a Legacy Drive signature drawn on the screen.

Push your right analog stick, trace the signature inside the circle in the order in which it was drawn. The Legacy Drive is executed once the signature has been traced correctly.

Note: The Legacy Drive signature and effect differ depending on the weapon equipped.

