



SECOND SIGHT™



FREE RADICAL

Codemasters®

GENIUS AT PLAY™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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®2 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®2 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 UNAUTHORIZED PRODUCT:

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

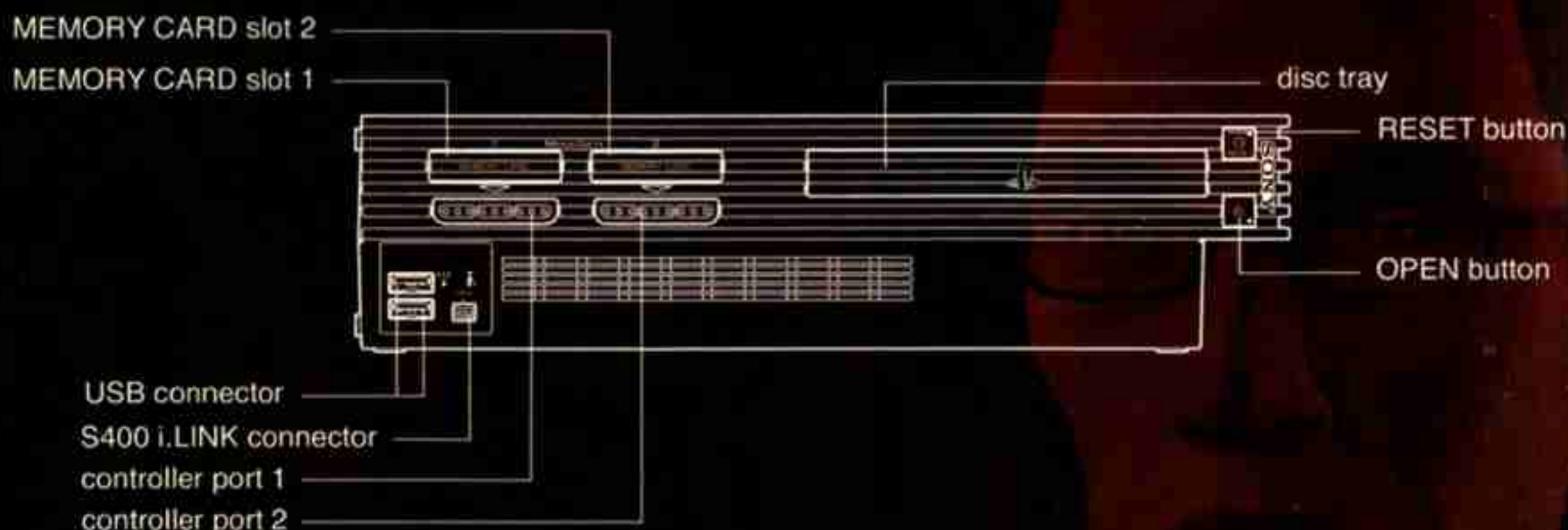
HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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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getting started

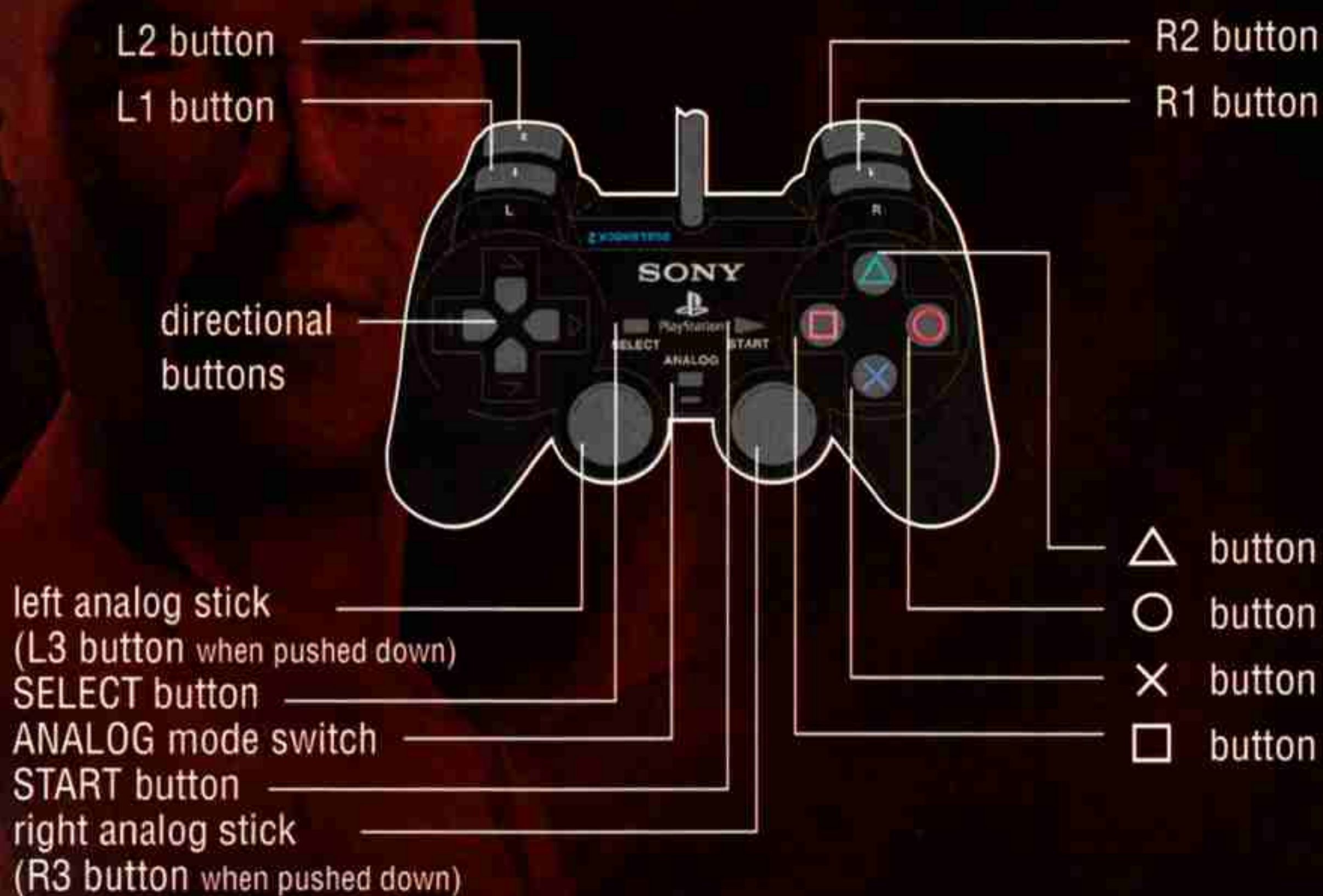


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open.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

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



controls

menu navigation

ACTION	CONTROL
Navigate menus:	left analog or directional buttons ↑↓
Accept/select:	X button
Cancel/back:	△ button

moving and views

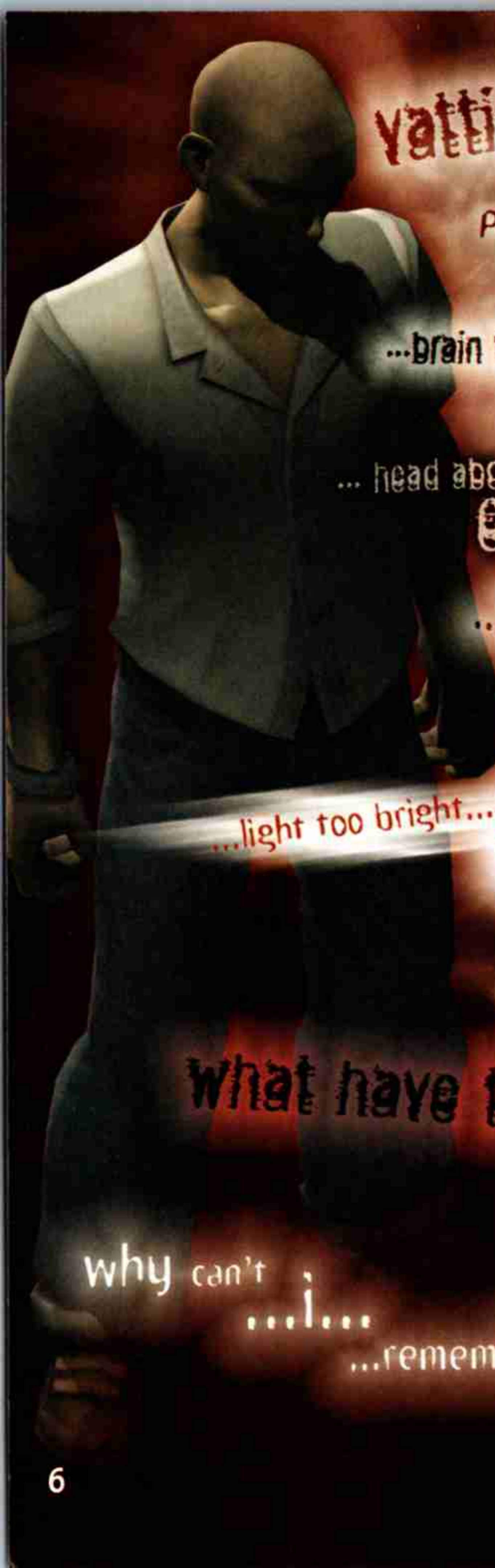
ACTION	CONTROL
Move around in 3 rd person view	Left analog stick ←→↑↓
Lean left & right in 1 st person view	Left analog stick ←→
Switch between 1 st & 3 rd person view	L3 button (click left analog stick)
Switch between 3 rd person follow-cam (locked angle) & dynamic cam (free camera angle)	△ button
Look around in 1 st person view, or move dynamic cam in 3 rd person view	Right analog stick ←→↑↓
Crouch / stand up	□ button
Pause Game and open PDA (see Pause Menu)	START button

using weapons and psi powers

ACTION	CONTROL
Choose weapon in inventory	↑↓ directional buttons (then X button to select)
Choose psi power from those learned	←→ directional buttons (then X button to select)
Lock on to target	Hold the L2 button
Change target while locked on	Hold the L2 button + right analog stick ←→↑↓
Fire weapon or use psi power on locked-on target	R2 button
Manual aim with equipped weapon / refine aim when sniping	Right analog stick ←→↑↓
Move object when using telekinesis (TK)	Right analog stick ←→↑↓
Switch between weapons and psi powers	R3 button (click right analog stick)
Punch when unarmed, or pistol whip/club when armed with a weapon	O button

context-sensitive controls

ACTION	CONTROL
Interact with environment / special moves (see on-screen)	X button
Special moves (peek through doors, etc. - see on-screen)	R1 button



vattic wakes

Pain...unbearable
pain...

...brain too big
for **skull**...

... head about to
explode

...Vattic

...i'm John

vattic

...light too bright...burning...

...where am i...?

...what has happened?

**what have they
done to me!?**

why can't

i...

...remember...

?
....

first play

The first time you play Second Sight, select "Play" on the main screen.

Next, select "New Game" and enter your name following the directions on screen. This is the name of your memory card (8MB)(for PlayStation®2) save file. All game progress and level unlocks are saved to this file.

On subsequent plays, select the file you created to pick up the game at the beginning of the last level you unlocked.

game menu

SELECT LEVEL

Select the level to begin playing from. The first time you play, only the first level will be available. Also choose your difficulty level from "Normal," or "Challenging."

STATISTICS

Check out your gameplay statistics for the whole game and broken down into each completed level.

OPTIONS

Set up your game options by pressing the left analog stick or directional buttons   to highlight an option and   to change its setting.

- Music:** turn the music on or off.
- Music volume:** adjust the level of the music.
- Sound:** select from "Mono," "Stereo," or "Off."
- Sound volume:** adjust the level of the sound effects.
- Speech volume:** adjust the level of speech.
- Screen adjust:** alter the alignment of the screen.
- Subtitles:** turn subtitles on or off.
- Vibration settings:** turn analog controller (DUALSHOCK®2) vibration on or off.
- Autosave:** enable or disable autosave. Note: when playing with autosave disabled, none of your game progress will be saved.
- Save changes:** save the changes you have made and exit to the previous menu.

VIEW CREDITS

Check out the team that brought you Second Sight™.

VIEW CUTSCENE

View any of the cinematic cutscenes you have encountered during your adventure.

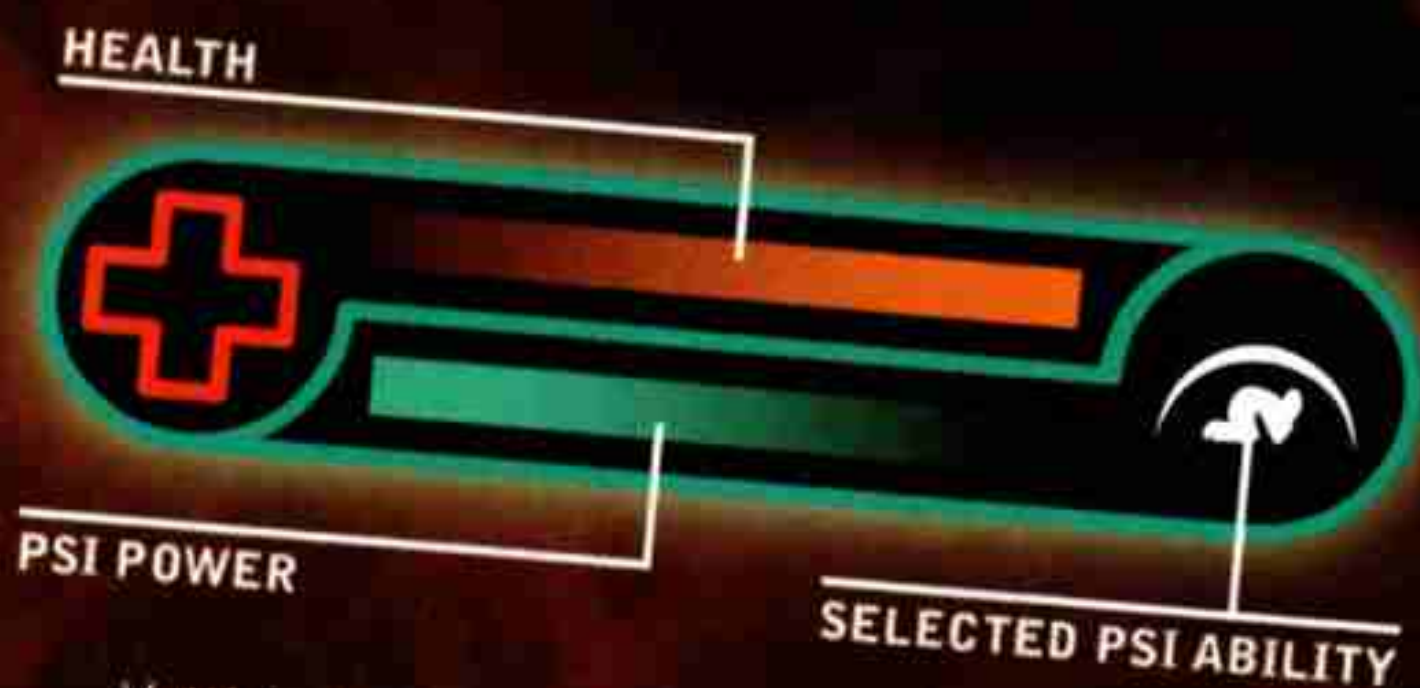
the game screen

HEALTH/PSI POWER

AMMO REMAINING
IN CURRENT WEAPON



power and health



Vattic's health and psi power are shown at the top of the screen...

health

As Vattic gets hurt in combat, his health will reduce. When it runs out Vattic dies – game over.

Restore health by using Vattic's Heal psi power, locating a first aid kit, or seeking aid from a friendly medic.

psi power

When Vattic engages his psi ability, he uses up psi power. If he runs out of psi power, he may experience a mental brown-out and if lack of psi power snaps his mind back to his body (see Projection) a moment's vulnerable disorientation may result.

When psi power is low, switch to weapons or find somewhere quiet to hide to let it recharge.

getting around

3rd person view

Move Vattic in 3rd person view using the left analog stick. Press **↑↓** to move forwards and backwards and **←→** to move left and right.

WALLS AND OBSTACLES FOR STEALTH AND COVER

When Vattic is next to a wall (or other high object), press the left analog stick to face the wall then the **R1** button to turn his back to it. Vattic may be less visible to enemies, or even able to sneak under the view cone of security cameras when hugging the walls and melding with the shadows like this.

When backed up to a wall, press the left analog stick **←→** to sidle left and right. Upon reaching a corner, stop and press the left analog stick **←→** to peek round and take a glimpse of the layout ahead. While peeking, press the left analog stick in the direction of the adjacent wall to edge around the corner without leaving its cover.

If armed with a weapon, Vattic can leap out from behind a corner, pop off a shot and return to cover before taking too much damage from enemy fire. With a weapon equipped, back up to a wall or other large object and sidle up to the end. Peek around using the left analog stick and hold the **L2** button to jump out and lock onto a target (also use the right analog stick to refine Vattic's aim). Press the **R2** button to fire before releasing the **L2** button to dive back to safety.

CROUCHING

Press the **□** button and Vattic crouches down (press the **□** button again to return to standing). While crouching, he can move as above albeit rather more slowly. He can also make use of low level cover such as fences or packing cases to hide from enemy sight and fire.

While crouched and backed up to low cover, Vattic can sidle, peek and fire as above, and can also leap up to fire a round **over** the obstacle before dropping down again.

Crouch and back up to an object, then with a weapon equipped, hold the left analog stick **↑** and hold the **L2** button to stand up and lock on to a target; press the **R2** button to fire before releasing the **L2** button to drop back under cover.

AERIAL MANEUVERS

While on walkways or balconies, Vattic can flip over the edge to hang by his hands. Move Vattic to the edge and press the **X** button to drop and hang. Press the left analog stick **←→** to swing hand-over-hand left or right; press the **R1** button to climb back up to the platform, or the **X** button to drop down to the ground below.

1st person view

Press the L3 button (click the left analog stick) to switch between 3rd and 1st person views.

In 1st person view, use the right analog stick to look around. When Vattic needs to peek around a corner or an obstacle, press the left analog stick **←→** to lean in that direction.

information is the key

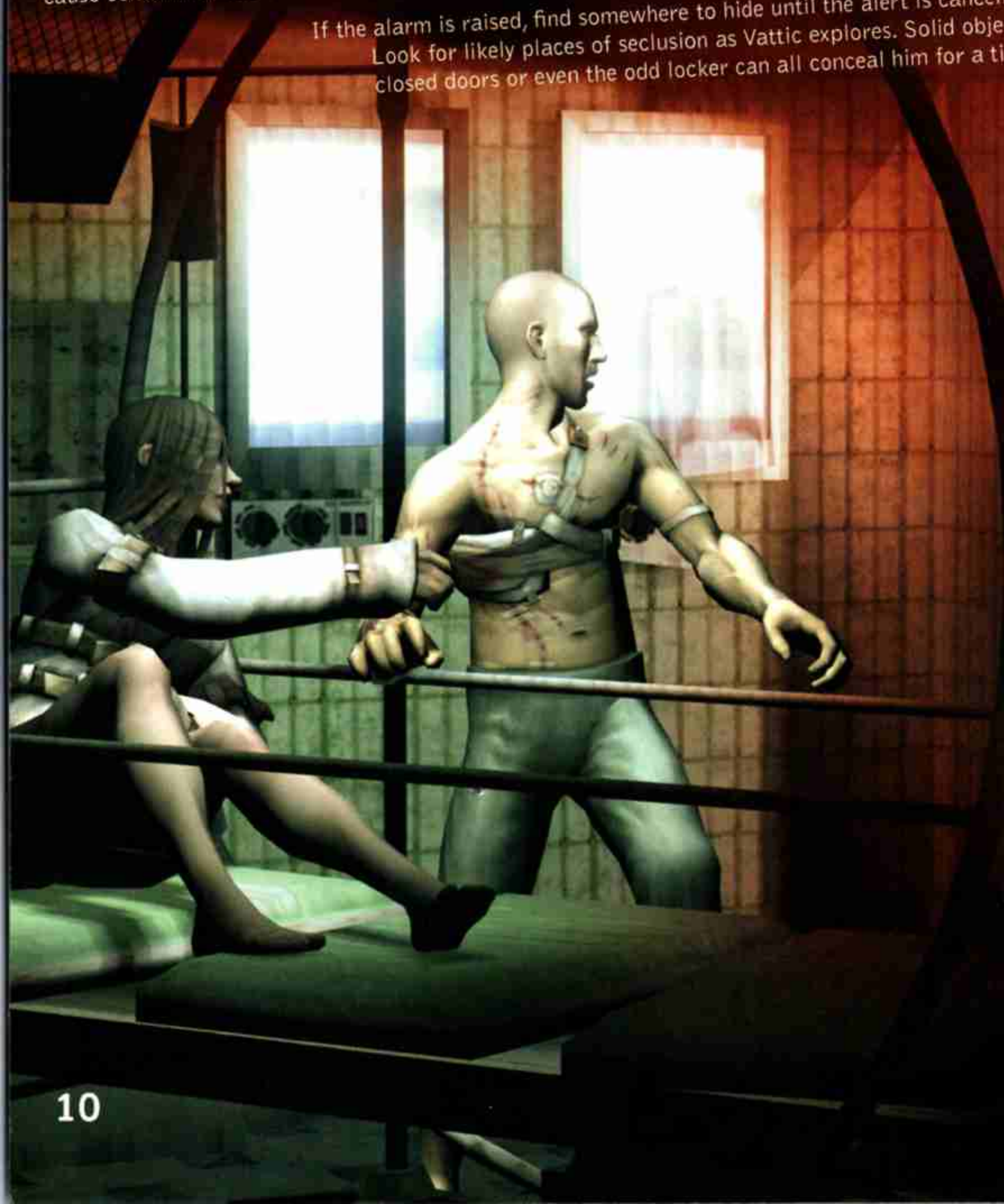
Keep an eye out for enemy computer systems; they may hold key information or security codes necessary for Vattic's mission. To use a computer, approach it and press the **X** button. If the machine can be accessed, the computer's monitor will appear on-screen.

Use the left analog stick to move the mouse cursor and press the **X** button to open a desktop program. When Vattic has finished, be sure to close programs and log off by pressing the **Δ** button.

stealth and secrecy

Do not underestimate the value of stealth. Avoid getting spotted by enemies or security systems, or raising the alarm with too overt an attack, or Vattic may find that his mission is brought to an abrupt end. Remember to tidy up after Vattic; a corpse in a corridor can often cause concern for the deceased's comrades. TK it out of sight before it gets noticed.

If the alarm is raised, find somewhere to hide until the alert is cancelled. Look for likely places of seclusion as Vattic explores. Solid objects, closed doors or even the odd locker can all conceal him for a time.



attacking and firepower

As Vattic progresses through his mission he will acquire various weapons with many different capabilities.

To choose a weapon, press the **↑↓** directional buttons and press the **X** button to select it.

HAND-TO-HAND ATTACK

When Vattic is unarmed or out of ammo, you may need to take things up close and personal.

Get an enemy within arm's reach and press the **O** button to attack. If Vattic has no weapon equipped, his enemy will fall victim to his pummelling fists, but if Vattic does have a gun in hand – well, a sharp crack at the base of the skull with a rifle stock or pistol grip often does the trick...

THE STEALTHY ATTACK

If Vattic can creep up behind an enemy without alerting them to his presence (Charm), he may be able to immobilize them and put them out in utter silence.

When an oblivious foe is within arm's reach, press the **X** button to slide a strangle hold around their neck, then use the **O** button to render them unconscious or the **X** button to hurl them away.

TRANQUILIZE 'EM

Equipped with the short-range tranquilizer gun, Vattic can remove enemies from the action for an extended period of time, without actually divorcing them from their heartbeat.

Press the **L2** button to lock on to an adversary, then use the right analog stick to refine Vattic's aim. The drugs take effect faster or more slowly depending on where the tranq dart strikes. A headshot or neckshot is likely to drop them in their tracks, but a legshot could take some while to work – unless a larger dose is administered. Press the **R2** button to fire a dart.

TAKE AIM - LET RIP

With a weapon in hand in 3rd person view, hold the **L2** button to lock on to a target and press the **R2** button to fire.

Use the right analog stick to change the target that Vattic locks on to. If a machine gun is equipped, you can use the right analog stick to spray the room with bullets. In 1st person view, use the right analog stick to aim.

When it's time to reload, it may be wise to take cover. It could be fatal to get caught without bullets in the middle of a firefight. Manually reload the equipped weapon by holding the **L2** button and pressing the **X** button.

SNIPING

When a sniper rifle is equipped, the sniper scope comes into play.

In 3rd person view, press the **L2** button to lock on to a target then keep the button held and the scope will zoom in for a tighter shot. Use the right analog stick to refine the shot further before pressing the **R2** button to squeeze off a round.

In 1st person view, press the **L2** button to raise the rifle, then the left analog stick **↑↓** to zoom in and out, while using the right analog stick to aim. Press the **R2** button to place the shot.

the power of psi

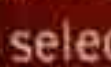
Waking disoriented in a hospital bed, Vattic discovers that his mind is not all it used to be. Memories are missing, fundamental information is just ... gone. But in their place, a power is growing, evolving; a power that may push Vattic to the edge of sanity and beyond, unless he can gain control and reclaim his past...



healing

Vattic channels the power of his mind to accelerate his own healing and restore his damaged body. While concentrating on his restoration, Vattic is vulnerable to attack.

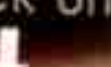


Select Healing then hold the **R2** button until Vattic is healthy again. It may be possible to focus Vattic's healing power to the benefit of others. Hold the **L2** button to lock onto another person (press the right analog stick     to select other people), then hold the **L2** button.

telekinesis

By focusing his thoughts on a single object, Vattic can move it without touching it. As Vattic becomes more experienced with telekinesis, he'll be able to move heavier objects.



Select Telekinesis then hold the **L2** button to lock on to an object. Press the right analog stick     to lock on to a different object if necessary. Finally hold the **R2** button to bring the chosen object under Vattic's control and use the right analog stick to move it.



psi blast

The psi blast is a highly-destructive concentration of psychic energy that Vattic can hurl at his adversaries. As Vattic becomes more experienced in its use, the psi blast may become an even more intimidating force.

Select Psi Blast then hold the **L2** button to lock on to an object. Press the right analog stick     to lock on to a different object if necessary, then hold the **R2** button to form the psi blast and release to throw it.

Each blast uses an amount of psychic energy.





charm

When Vattic wraps his psychic energy about himself, he can obliterate his presence from the mind of any nearby human. Physical contact with another person though, is a different matter...

Select Charm then hold the **R2** button to go invisible. The effect will last until the **R2** button is released or Vattic's psychic energy drains completely.

Occasionally, Vattic's charm power can alter or calm the attitude of comrades. With Charm selected, hold the **L2** button to lock on to a target mind (use the right analog stick to change the lock if necessary), then press the **R2** button to coerce that person. Do not attempt to charm enemies – contact with a mind so full of aggression can temporarily wipe out Vattic's psychic energy.

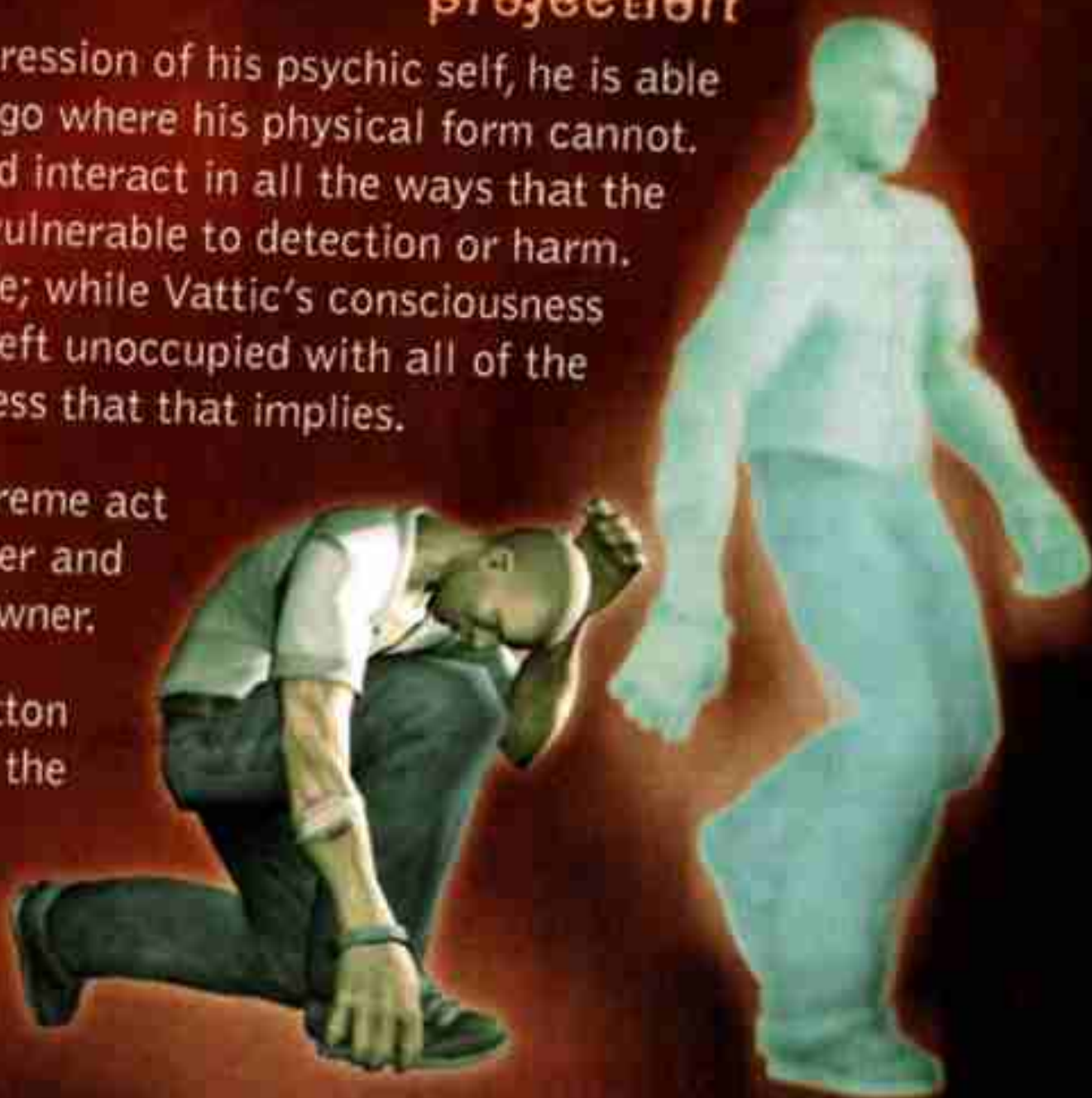
projection

When Vattic invokes this ultimate expression of his psychic self, he is able to force his mind to leave his body and go where his physical form cannot. The ghostly astral self is able to move and interact in all the ways that the physical body can and is invulnerable to detection or harm. However, the flesh is not so durable; while Vattic's consciousness is travelling, his body is left unoccupied with all of the defenselessness that that implies.

It may even be possible, through an extreme act of will, to violate the mind of another and wrest control from its owner.

Select Projection and press the **R2** button to eject Vattic's mind from his body. All of the normal movement controls apply. Approach an unsuspecting human and press the **X** button to suspend their consciousness and take possession of their motor functions for a short time.

Vattic's mind will whiplash back to his body when his psychic energy is exhausted or corporeal pain distracts his concentration.



winterICE



Name:
col. joshua starke

Role:
Winterice Commanding Officer

Profile:
Following several accomplished tours of duty, Starke elected to leave mainstream service in order to head up small teams of specialists such as WinterICE. He has pioneered the use of parapsychology in counter terrorist operations.



Name: jayne wilde
Role: Civilian Advisor

Profile: Claiming to possess precognitive abilities, Wilde's psychic advice is taken very seriously by Command, having guided the team away from potential disaster with her predictions on many previous occasions.



Name:
martha franklin

Role:
Recon / Sniper

Profile:
This veteran's ice-cold demeanor may fail to stir the hearts of her team-mates, but it does mean that very little is capable of spoiling her aim as she focuses in for a surgically precise shot.

00812.0.wi



Name: **william robert jackson 'tex'**

Role: **Explosives**

Profile: Tex's wise-cracking attitude can often rub others the wrong way, though the members of WinterICE have discovered that this exterior covers the excellence and expertise of a true brother in arms.

00401.0.wi



Name: **juan carlos verdes 'jc'**

Role: **Weapons**

Profile: A man who plays his cards close to his chest, JC is a thorough expert in his field and can turn his hand to almost any weapon, new or old.

00799.4.wi



Name: **anthony cortelli**

Role: **Comms**

Profile: Cortelli's ability to wring a signal out of even the most outdated comms lash-up has gained the team vital intelligence on many earlier missions. It's reputed that he can take the boot camp assault course faster than anyone on his squad (Tex would, of course, argue with that).



Name: **patrick ballard MD**

Role: **Field Medic**

Profile: His dedication to his work doesn't leave much room for conversation. However Ballard's quietness and calm inspires much confidence in his patients as he patches them up efficiently, even under heavy fire.

00274.3.wi

pause menu

At any time during gameplay, press the START button to pause the game and access Vattic's PDA, a vital source of information. Use the left analog stick to move the cursor around the PDA screen and press the X button to click an icon. Press the START button to close the Pause Menu and return to the game. The following options are available:

Options: adjust sound volumes, and turn controller vibration on or off.

Applications: select this to access any of the computer applications that Vattic gathers as you play the game. The most significant of these is the 3D Map Viewer, which allows you to recall any of the level maps that Vattic discovers on computer terminals throughout the game.

Mission: take a look at detailed information about current and previous missions.

Objectives: select this to view your objectives for the current mission.

Document Folders: explore the Document Folders to access a host of game information including weapon specs and WinterICE profiles.

Retry: access options to restart the level or retry from the last checkpoint.

Quit: exit the game and return to the Main Menu.

credits - free radical

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Lead Artist - Richard Lord

Music & Sound - Graeme Norgate

Lead Character Artist - Ben Newman

Lead Animator - James Cunliffe

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Additional Programming

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Additional Art

Gary Cox

Character Artists

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Animators

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Chad Ellis - Javier Moratinos - Damon Tasker - Salvador Young

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Martin Wakeley

QA Management

Kevin Ellis - Paul Ellis

Tester

Michael Adamson

Additional Music

Christian Marcussen

Principal Voice Talent

Andrew Lawson - John Vattic / Tom Clarke Hill - Colonel Starke / Doug Cockle - Director Hanson

Lynsey Beauchamp - Jayne Wilde / Andrew Wincott - Professor Grienko

Additional Voice Talent

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Melanie Bond - Mac Macdonald - Peter Banks

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notes

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