"9.5 out of 10"
—play

A PSYCHIC ADVENTURE FROM THE MIND OF TIM SCHAFER

PSYCHONAUTS

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DOUBLE FINE

MAJESCO
ENTERTAINMENT

PC
CD-ROM
SOFTWARE

ADVENT
RISING

MAJESCO
ENTERTAINMENT

SAFETY INFORMATION

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing light patterns that may appear in video games. Even people who have no history of seizure or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms–children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the monitor, using a smaller monitor, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

TABLE OF CONTENTS

SYSTEM REQUIREMENTS

Minimum Specs:

- Windows 2000/XP
- 2.0 GHz Pentium® III or AMD Athlon™
- 256 MB of RAM
- 128 MB ATI® 9000 or higher or 128 MB GeForce 3 or higher (except GeForce 4 MX)
- DirectX® 8.1 or higher compatible sound card
- DirectX® 8.1
- 5.5 GB Minimum Hard Drive Space
- NVIDIA® nForce™ or other motherboards/ soundcards containing the Dolby® Digital Interactive Content Encoder required for Dolby Digital audio
- DVD-ROM drive
- Windows-compatible keyboard and mouse

    Note: DirectX® 9.0c included on game disc

Recommended Specs:

- Windows 2000/XP
- 3.4 GHz Pentium® IV or AMD Athlon™
- 512 MB of RAM
- 256 MB GeForce FX 5600 or higher or ATI® Radeon 9600 or higher
- Sound Blaster Audigy 2 series sound card or higher
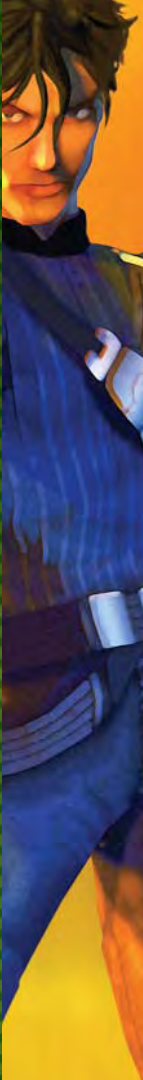- Game Pad

INTRODUCTION

MYTHICAL BEINGS

Legions of alien cultures revere Humans as mythical beings. To them, the Human is a glorious treasure whose very existence was in doubt until now. Fables of legendary human powers have echoed through the universe for eons. But there is also a civilization that craves nothing less than the total extermination of Mankind.

Before today, the Humans knew nothing of this.

A small entourage of Humans is experiencing the uneasy excitement of first contact with an alien culture. Captain Gideon Wyeth has the honor of joining those on a mission to greet the Aurelians, a civilization far more evolved than his own.

Gideon is about to learn that Humanity stands both in the shadow of obliteration, and at the dawn of transcendence. He will also discover those legendary human powers flowing from his own hands. The Advent of Humanity begins.

CONTROLS

MENU CONTROLS

Start/Pause/Previous Screen	ESCAPE BUTTON
Select menu options	LEFT MOUSE

GIDEON

Forward	W
Back	S
Left	A
Right	D
Charge Jump	SHIFT + SPACE BAR
Jump	SPACE BAR
Pull up from hanging position	SPACE BAR
Dodge from hanging position	SHIFT
Acrobatic moves	SHIFT + DIRECTION
Melee Attack	F
Toggle Crouch/Stand	C
Activate	E
Flick-Targeting	MOUSE WHEEL UP /DOWN OR LEFT/RIGHT ARROW KEYS
Deselect Target	MOUSE BUTTON 3
Arm left-handed weapon	Q
Arm right-handed weapon	E
Fire left-handed weapon	LEFT MOUSE
Fire right-handed weapon	RIGHT MOUSE
Toggle Alternate fire left	1 KEY
Toggle Alternate fire right	2 KEY
Reload weapons	R
Throw grenade	G
Toggle Grenade	X

SCYTHE (VEHICLE) CONTROL

Enter/Exit driver's side (left)	E
Enter/Exit turret side (right)	E
Forward	W
Reverse	S
Turn	MOUSE
Turbo	LEFT MOUSE
Emergency Brake	RIGHT MOUSE
Jump	SPACE
(While in turret)	
Aim Turret Chain Gun	MOUSE
Fire Turret Chain Gun	LEFT MOUSE

SHIPS /SHUTTLES

Steer	MOUSE
Thrusters	LEFT MOUSE
Slow	S

ANTI-AIRCRAFT TURRETS

Enter/Exit	E
Aim	MOUSE
Fire	LEFT MOUSE

MAIN MENU

Press any key when the
Title Screen appears to display
the Main Menu.

PLAY GAME
Use **MOUSE** and left-click to select
screen options.

GAME LOAD AND SAVE

NEW GAME
To start a new game, select a slot marked "New Game" and then
select PLAY.

LOAD GAME
Select PLAY GAME from the Main
Menu to display the Load Game
screen. Files with a slot number
contain a saved game file. Look at
the bottom of the screen to view
game progress and save date. Then
select the game you want to play.

SAVE GAME
Advent Rising utilizes checkpoint
saves. When you quit playing, the game auto-saves to the beginning of the
current level. All progress through that level is lost.

OPTIONS

Set game options before you start a
new game, load a saved game or
pause a game in progress.

• Click the level desired or click
  and drag sliders to the
  desired level.

• Select RESET to return
  settings to their defaults.

DIFFICULTY
Select EASY, NORMAL, HARD
or ULTRA.

Note: ULTRA setting is unlocked only after you beat the game on NORMAL
or HARD.

GAME OPTIONS
Toggle Crouch Mode – When set to on, pressing **C** toggles
crouched/standing. When off, press and hold **C** to crouch.
Release to stand.

Fading HUD – When set to on, the Heads-Up-Display disappears
after about 10 seconds. Press the **Q** button to display it. When
set to off, the Heads-Up-Display is always visible.

Slo-Mo Weapon Select – If this option is turned on, in-game
action will slow down when you open your inventory to select a
weapon or power. When this option is turned off all in-game
action stops when you open your inventory to select weapons or
powers.

Levitate Objects – When set to on, you can select inanimate
objects with Flick-Targeting and move them when you have
equipped the Lift Power.

Auto Aiming Mode – When you turn this option on, the reticle
will disappear when you are not locked onto an enemy and the
computer will automatically aim your weapons at the enemy you
are facing. For a more challenging gameplay experience leave
this setting off.

CAMERA OPTIONS
Invert Horizontal – Turn on to reverse the default direction of a
horizontal pan of the camera when you move the mouse.

Invert Vertical – Turn on to reverse the default direction of a
vertical tilt of the camera when you move the mouse.

Invert Flight Controls – Turn on to reverse the action of the mouse when flying up/down.

Horizontal Sensitivity – Move slider to the right to increase pan speed when moving the mouse left/right.

Vertical Sensitivity – Move slider to the right to increase the tilt speed when moving the mouse up/down.

Flick-Targeting Sensitivity – Move slider to the right to increase the sensitivity of lock-on when attempting to flick a target.

AUDIO OPTIONS

Toggle Subtitles on/off and set volume levels of Sound FX and Music. Move the slider left to lower a volume level and right to raise it.

GRAPHICS OPTIONS

Resolution – Increasing the resolution will cause the game to look better, but requires a more powerful computer. If you are having trouble running the game at a reasonable framerate, try decreasing this setting.

Shadows – Turning off Shadows will help the game run faster.

Projectors – Turn off this setting to increase game speed.

Distortion Effects – Leave this setting on for more impressive water effects, but turning it off will increase your framerate.

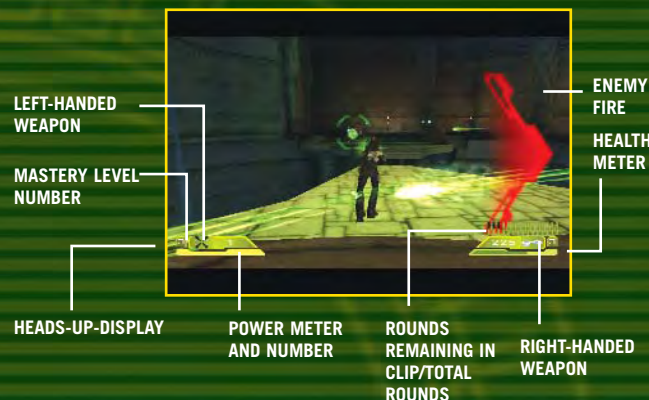**Dynamic Lights** – Turning this setting off will improve game performance.

Draw Distance – Move the slider to the left to increase performance and move it right to increase the distance of your world view.

Fog Distance – Move the slider to the left to increase performance and move it right to increase the distance you can see in the world.

CONTROLS

In this menu you can remap any game controls and setup your Game Pad. Simply click on the control you wish to remap, then hit the button you would like to use for this action. In the Joystick menu, click on "Preconfigured Mappings" to select from a number of Game Pad configurations for common controllers.

THE BATTLE SCREEN

LEFT-HANDED WEAPON

MASTERY LEVEL NUMBER

ENEMY FIRE

HEALTH METER

HEADS-UP-DISPLAY

POWER METER AND NUMBER

ROUNDS REMAINING IN CLIP/TOTAL ROUNDS

RIGHT-HANDED WEAPON

HEADS UP DISPLAY

The Heads-Up-Display (HUD) shows data for weapons, power, and health.

Note: You can set the HUD to display all the time or display and fade by setting this option in "Game Options." When under attack, a red pointer shows the direction of an off-screen attacker.

LEFT-HANDED AND RIGHT-HANDED WEAPONS

Once you have equipped a weapon/power in the Left or Right hand, data about it appears here.

HEALTH METER

This green meter drains and turns red as Gideon takes combat injuries. When Gideon's condition turns critical, an alarm will sound indicating that additional hits could be fatal. At first, Gideon must find Nano Med stations for first aid, but once he gains mastery over his health, Gideon can regain full health without using Nano Med stations. The health meter will recharge as long as he avoids injury for a brief time.

POWER METER AND POWER NUMBER

This meter and number appear whenever Gideon has a power equipped. The meter level and power number diminish as Gideon expends power. Once empty, Gideon cannot use his powers again until the meter recharges enough to use a given power. This will vary by power.

ROUNDS REMAINING IN CLIP/TOTAL ROUNDS

This shows the total rounds in the weapon and the total rounds carried for reloading. Reload is automatic once you empty the clip or you can press the **R** key to manually reload at any time during gameplay.

MASTERY LEVEL

This number shows the mastery level attained for the weapon/power equipped in the right or left hand. Use of weapon and power skills result in increased mastery level ratings. When the mastery level for any skill rises, an alert appears on-screen and this number increases. Increased mastery levels intensify the damage of attacks and enable alternate modes for both weapons and powers. Gideon becomes more agile and his melee attacks turn lethal when jump and melee mastery increases. To view the effects of a mastery level for each weapon or power, select WEAPONS or POWERS from the Pause Menu.

OBJECTIVES

New objectives may appear on-screen as required or you will hear about new objectives during conversations with others. If you forget your current objective, press the **ESCAPE** key to access the Pause Menu and select OBJECTIVES for a description. You can also view previous objectives on this screen. When the "Objective Completed" prompt appears on-screen, there will be another task to follow.

CHECKPOINTS

A checkpoint marks your progress through the game and if Gideon falls in battle, you will return to play from that checkpoint. You can also load the last checkpoint you achieved by selecting LOAD CHECKPOINT on the Pause Menu. When you reload a checkpoint, any progress you made beyond that position is lost.

PAUSE MENU

Continue - Return to play.

Exit - Quit and return to the Main Menu or Windows.

Restart Level - Play the current level from the beginning.

Load Checkpoint - Play the current level from the last saved checkpoint.

Objectives - Check here for a description of your current objective.

Options - See "Options" on Page 8.

Weapons - Select a weapon to view its description and your current mastery level for that weapon. The Next Level percentage shows how close you are to achieving the next mastery level for that specific weapon.

Powers - Select a power to view its description and your current mastery level for that power. The Next Level percentage shows how close you are to achieving the next mastery level for that specific power.

Note: This option appears only after Gideon acquires the knowledge to use his powers.

FLICK-TARGETING – THE KEY TO GIDEON'S POWER

With Flick-Targeting, Gideon swiftly locks on targets by using the **MOUSE WHEEL**. Roll the mouse wheel up to target enemies on your left or down to target enemies on your right. Then deliver a highly accurate weapon or power attack. Whenever an enemy or object is within range, you can use the Flick-Targeting system. A targeted enemy displays a bracket that remains locked on until you flick to another target. To break your target lock, press **MOUSE 3** or click the **MOUSE WHEEL**.

With Flick-Targeting, you can:

- Lock onto an enemy and attack instantly with the weapon or power equipped in either hand.
- Quickly flick from one target to the next when confronting multiple objects or enemies.

THE TARGETING BRACKET COLORS

- Targeting brackets show enemy health and resistance to attack.

   Green – The enemy is strong

   Orange – Weakened but still very dangerous

   Red – Severely injured and ready to fall

- Blue brackets appear around inanimate objects that are moveable.

FIRST-PERSON BATTLE

To toggle in and out of First-Person Mode, press the **T** key. Flick-Targeting is not available in First-Person Mode, but a reticle appears in the center of the battle screen to aid in weapon aiming.

- When aimed at an enemy, the reticle turns red but turns green whenever it is placed over a friendly.
- First-person mode is ideal when enemies are out of Flick-Targeting range.

Note: You must return to Third Person Mode to use the Lift Power.

INVENTORY: ARMING WEAPONS AND POWERS

Open the Inventory (**3 KEY**) to view and choose the available weapons or powers you want Gideon to hold in his left and right hands.

- Scroll the mouse wheel or use the arrow keys to select different weapons and powers.
   Press **LEFT MOUSE** or **RIGHT MOUSE** to select the weapon or power for the left/right hand.

ALTERNATE ATTACK MODES

Once Gideon has obtained a Mastery Level of 3, he can use alternate modes for weapons and powers: Press the **1 KEY** to alternate your left hand and the **2 KEY** to alternate your right hand. Press the **X KEY** to toggle grenade types. The Icon for the equipped weapon or power will turn black to indicate that you are using an alternate mode.

USING WEAPONS

Gideon can use any weapons that have been dropped by others or grab them from gun cabinets.

- Decide which hand you want to hold the weapon in by pressing the **Q** or **E** key to equip it when you see the on-screen prompt.
- Gideon will drop the weapon he holds when picking up another weapon.
- Fire weapons with or without the aid of Flick-Targeting, but a weapon will stay locked on a flick-targeted enemy for increased accuracy.
- When you run out of ammo, reload is automatic as long as extra ammo is available. Press the **R** key to reload manually.

To pick up ammo for a weapon, you must have the weapon in inventory. Walk over a weapon you already have in inventory to take its ammo or walk up to a gun cabinet. This is a good reason to check out any weapons you see lying around during battle.

Note: Pause the game and select WEAPONS to view additional details on all side arms.

FAUST C-41
Standard military issue .90 caliber concussion pistol with armor-piercing rounds.

ROCKWELL YOUNG XJ9
Assault rifle with ceramic piston release shaft and sub-mounted grenade launcher.

TALMAGE 50.08
Delivers 3 MoliPack self-propelled rockets which can be fired along a straight vector or alternately guided along a sonic pathway.

H.A.Z.E. BLASTER
A prototype fusion weapon that fires a plasma-coated kernel of radioactive matter which can fuse explosively upon contact or be wrapped in an entropic field for a delayed explosion.

G'KOL ACOLYTE
Standard issue Seeker pulse-rifle. Delivers a barrage of superheated particles kinetically bonded to an unstable silicon projectile. These projectiles can be loaded with a simple quark mind-drive to track enemy life signs and explode on contact.

KAULL FIRELANCE
Charge-stripped ions literally tear through spacetime, gathering entropic energy weaves before impacting on their target. The ions can be layered back upon themselves to build a massive rip in local space and unleash unpredictably multi-directional forces.

DARKFIRE
The grav-shielded singularity core embedded in each clip generates muon fragments of dark-matter and then accelerates them along a threaded high gravity bore. The entire core can be unshielded and released as a short-range explosive.

D'NEX TALON
Fires a sphere of volatile colloid transmetals which unravel explosively upon contact or can be spun into an inertial sponge, releasing the gathered ricochet energy upon contact with organic tissue.

SHADOWSTALKER
Polarized supermolecules are fired along null conductor channels at sub light speeds, causing micro fission blasts upon contact. Comes equipped with a poly-rez genscope able to accurately analyze distance, atmospheric interference, and DNA maps of the target.

DISCORD
Resonant inertial friction modulator causes quantum level vibrations in the molecules, electrons, even light-waves in a limited area. Can generate immense heat for short periods of time, even in a defensive (although moderately damaging) radius around the weapon.

GNASHBONE FURY
A multi-tiered intelligent projectile platform capable of guiding multiple implosion rockets towards several targets simultaneously.

GRENADES
Press the **G** key to throw a grenade. Flick targeting an enemy before the throw guarantees an accurate grenade attack, but be prepared for swift enemies to leap clear of the explosion. Pick up grenades dropped by the enemy or Gideon's own allied marines.

USING POWERS

Gideon can unleash superhuman powers to destroy his enemies. Equip and use powers in the same way you would use weapons.

- Power use depletes energy so keep an eye on the power meter. You lose use of the power when the meter runs out but exhausted powers replenish themselves over time.

- For more details on each power, select POWERS from the Pause Menu once POWER appears as an option.

LIFT

Redirect energy to levitate and control enemies or move objects. Flick-target an enemy or object. Once locked, press and hold the mouse button equipped with Lift. Use the mouse to move the enemy (or object) where you want it and release the button to drop it.

- While an enemy is lifted, you can attack with the weapon or power held in Gideon's other hand.

- Perfect the ability to throw enemies and objects.

- Alternate mode enables Gideon to lift more than one enemy at a time

TIME SHIFT

Move through time and space with such force that Gideon bashes into objects when shifting into the position they occupy. The alternate Time-Shift mode speeds up Gideon to the point where time and the motion of all other beings slows to a crawl.

SURGE

Use the Surge power to shift gravitational energy in a focused direction. Press and hold the mouse button you've assigned for the Surge Power to increase the power before releasing it. Increase mastery and gain the power to snatch a weapon out of an enemy's grasp.

NEGATE

Gideon can create a shield to deflect attacks and as his mastery level increases, he can create multiple shields. The alternate mode generates a defensive sphere that surrounds and protects Gideon as he moves.
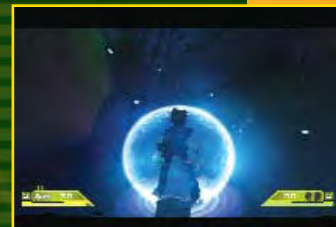
AEON PULSE

Gideon amplifies his own electromagnetic field to unleash a lethal pulse and ultimately masters the radial flare for a full 360 degrees of destruction. Press and hold the **MOUSE** button you assigned to increase the pulse output before firing.

SHATTER

Slice into enemies with lethal absolute zero-temperature ice shards. Master the shatter power to transform your enemy into a frozen, motionless statue. Once you reach the ultimate mastery of the Shatter power, the radius of each attack increases to encompass more enemies.

MELEE COMBAT

Press the **F** key repeatedly to deliver a combination of attacks that grow more deadly as your mastery level for fighting increases. Gideon progresses from simple brawling skills to fierce attack combinations with fatal blows.

He will also learn to unleash a powerful downward punch by charge jumping (**SHIFT + SPACE BAR**) and punching to deliver the final blow.

DRIVING THE SCYTHE

The Scythe is a combat ATV sporting a turret-mounted chain gun. If you are traveling with someone else, he or she will jump into the turret while you drive. If you are alone, you cannot drive and shoot simultaneously. You must jump out of the driver's seat and into the turret.

- Enter the driver's seat by approaching the vehicle from the driver's side and pressing the **E** key. Jump into the turret by approaching from the passenger side and pressing the **E** key.

- Steer or aim the turret moving the **MOUSE**.

- Torque the suspension to jump the vehicle by pressing the **SPACE BAR**.

- Use Turbo (**LEFT MOUSE**) for brief but furious bursts of speed.

- Exit the turret or drivers seat by pressing the **E** key again.

- **RIGHT MOUSE** engages the emergency brake.

OPERATING ANTI-AIRCRAFT TURRETS

Look around the battlefield for anti-aircraft turrets that you can jump onto and activate with the **E** key.

- Move the **MOUSE** to aim the gun and click the **LEFT MOUSE** to fire.

- The reticle on these weapons turns red when aimed at hostiles and green when aimed at a friendly.

THE CHARACTERS

HUMANS

GIDEON WYETH
Coming from a long line of fighting men, Gideon Wyeth was pressured to attend Military Academy in his teens. There he proved himself second to none in flight combat. His graduation was accelerated and he was able to fight in the last year of the Independence war. His strategic brilliance helped him to rise quickly in rank, and he found himself high up in intelligence circles when the war ended. Under governmental pay he now assists the reestablishment of antebellum prosperity to war-torn areas of the world.

ETHAN WYETH
Ethan Wyeth is recognized as the sole reason for the Federation's victory over the allied nations. He is Edumea's most celebrated hero. In the years since the war, his popularity has continued to increase and with extensive product endorsements, books and movie deals he has turned his fame into a veritable gold mine.
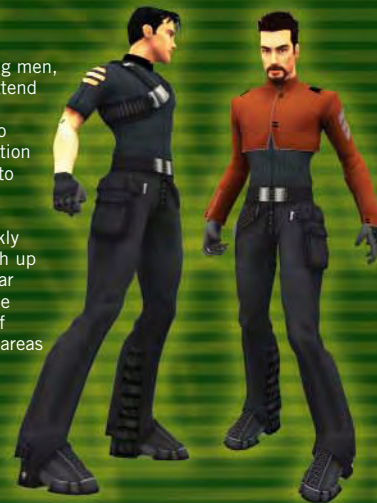
OLIVIA
Olivia, Gideon's fiancée, is strong willed, ambitious and uncommonly intelligent. She is driven by the study of advanced theoretical physics. After completing her graduate studies early at the age of 19 she was hired by the Federation as part of an elite team of renowned physicists to begin development on a new form of energy in an attempt to stabilize the devastated lands where the war was fought. The project has recently begun a 6-month testing phase on Lurium where she is currently stationed.

MARIN
Marin Steel is a smart, independent woman who has an insatiable thirst for adventure. After becoming one of the most decorated pilots during the Independence wars, she was hired as an executive pilot for a leading contractor of the Federation military. This gives her the opportunity to fly, test and use cutting edge military technology.

AURELIANS

ENORYM

Enorym commands the elite Felidic Warriors, and is beloved of his troops and known throughout the Aurelian Military not only for his bravery and strength but also for his wisdom and integrity. Under the wings of Kelehm this popular hero is fast becoming a force to be reckoned with in political circles as well. Enorym's loyalty to Kelehm is only rivaled by his devotion to Aurelia.

KELEHM

Kelehm is a ninth tier Aurelian Garghon, with enough experience and backing to become the High Senator when Aurelia is admitted into the Galactic Senate. Kelehm is the epitome of nobility, full of wisdom, strength and pride. He has spent much of his life studying the mythology of humans, and has secretly trained himself in human telekinetic arts.

THE SEEKERS

The Seekers see themselves as the zenith of evolution in the galaxy. Their presumed superiority fuels an imperialistic nature. Under the guise of benevolence, the Seekers "occupy" newly found alien races for a thousand years ostensibly to advance them so they are fit to join the Galactic Senate. However, their true purpose is to seek out and destroy humans.
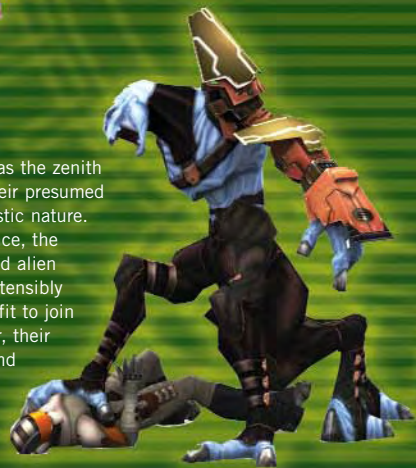
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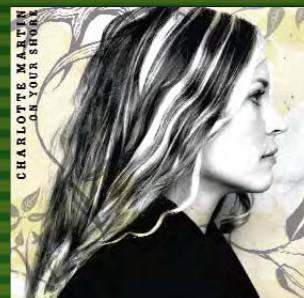
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