

# WARNING

## 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.

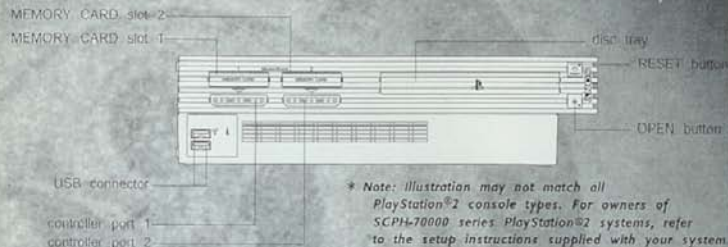
## HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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 disc tray will open. Place the "Area 51" 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.

## VOICE CHAT/USB HEADSET

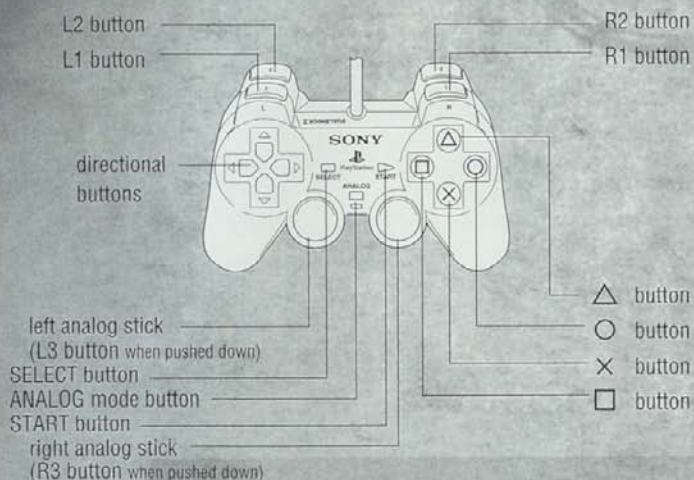
This product allows the use of the USB headset (for PlayStation®2). To toggle between Local, Team and Global chat modes, press the button. Your headset mute will default to on if it is plugged into your console after an online match has already started. Voice chat is only available while in an online match. For more information regarding the Online features of the game, see pg. 8-9.

## MENU/SUB-MENU NAVIGATION

Throughout this manual, , , and will signify pressing Up, Down, Left and Right on the directional buttons. To navigate through the game menus (i.e. Options), use the directional buttons (, , or depending on the menu) to highlight a selection.

## STARTING UP

### DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Area 51 does NOT recommend or support "Analog Joystick" controllers that are not DUALSHOCK®2 analog controllers.

## QUITTING A GAME IN PROGRESS

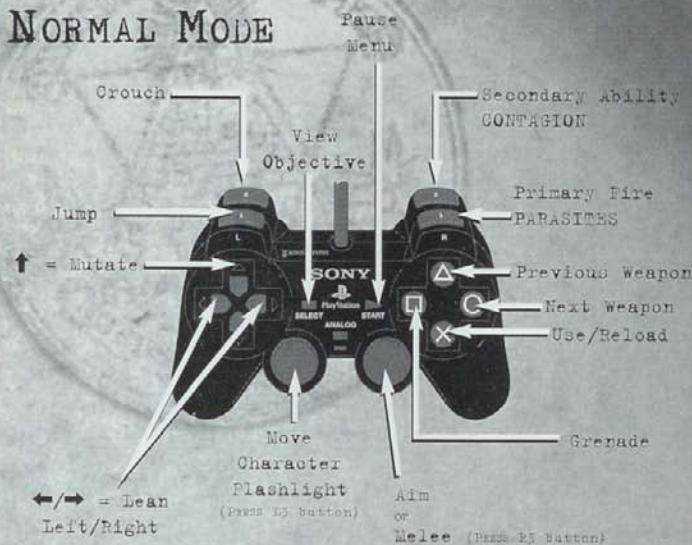
During the game, press the button to display the Pause Menu. Press the directional buttons to select Quit, then press the button. To confirm exiting the game, highlight Yes, then press the button again.

FOR OFFICIAL USE ONLY  
(AFR 190-16)

AIR TECHNICAL INTELLIGENCE CENTER

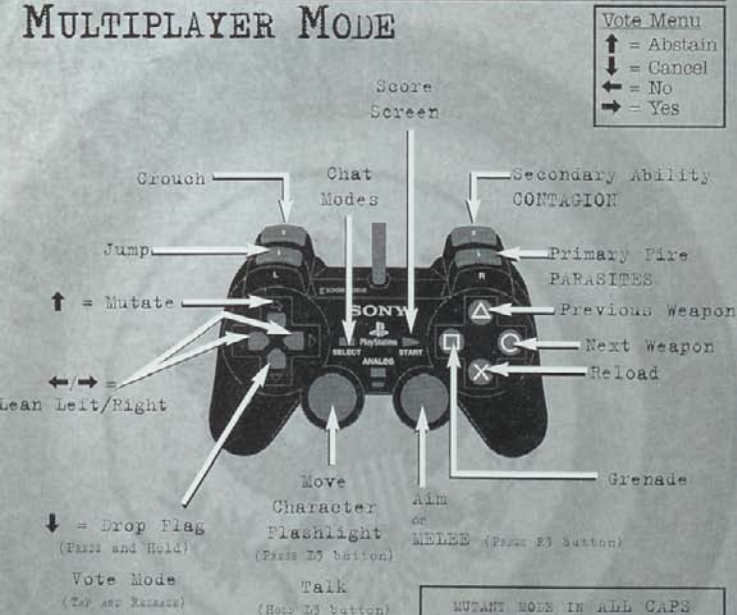
# DEFAULT CONTROLS

## NORMAL MODE



MUTANT MODE IN ALL CAPS

## MULTIPLAYER MODE



# AREA 51: THE STORY

The mysterious Grays have studied humanity for thousands of years. Earth's remote location in the backwaters of the galaxy made it an ideal location for the alien race to conduct research that is too dangerous to perform on any of their homeworlds. Embroiled in an interstellar war with an unknown enemy, the Grays were desperate to develop a super-weapon that would ensure their survival. The natural resources and large population of Earth, combined with the human leadership's corrupt accommodations provide the perfect facility for the Gray's biological warfare development.

In 1947, a Gray research ship experienced a major malfunction resulting in a crash near Roswell, New Mexico. The United States Government quickly covered up the truth, sealed off the site and recovered a badly wounded Gray named "Edgar" who was transported to Area 51 for study. In the time that followed, major elements of the government were co-opted by the powerful Illuminati, a secret organization of elitists dedicated to ruling the world from the shadows. The Illuminati used their influence to set a new secret agenda for Area 51. A major base was built over the initial laboratory that housed the crippled "Edgar", and the Grays established a research facility 3 miles below the desert surface. Since then it has served as the only secure landing site for all subsequent Gray vessels.

In time the Illuminati formed a Pact with the Grays, granting them needed resources (including humans for experiments) in return for exclusive access to Gray technology.

For the last 30 years human and Gray researchers have worked in tandem to great effect, creating a creature-weapon codenamed "Theta" intended for use in the distant alien conflict. One human scientist, Dr. Winston Cray, is working with the mysterious "Edgar" on perfecting a viral weapon. Cray believes mating this virus with the "Theta" project will yield the super-weapon the Grays have long sought.

Tipped off by "Edgar", Dr. Cray now struggles to prevent the Grays from completing their weapon and destroying Earth. Since the Illuminati control the laboratories of Area 51, Cray risks everything by calling for help. He released his viral weapon within the subterranean sections of the base with the intention of creating chaos and distraction within the Illuminati, hoping to stall completion of the Gray's plans and prompt interference from military forces on the surface. The resulting infection spread to the upper sections of the base and military commanders reacted quickly by sealing the area and calling in Military Hazardous Materials Teams. After the initial HazMat Team Delta went missing a second unit was dispatched. HazMat Team Bravo must discover the fate of Team Delta and discover the source of the deadly virus.

# MAIN MENU

## CAMPAIGN

You are Ethan Cole, a part of the Army's Hazardous Materials action and response team. As Ethan Cole, you'll follow the Area 51 storyline as you play through the game's many vast levels. You'll encounter many obstacles as you uncover the truth about Area 51.

To start your mission, select **Campaign** on the Main Menu. Once this option is selected, you'll need to **Create a New Profile** (see Profiles, next page).

### Campaign Menu

Once you've created your Profile, you can select **New Campaign** to start from the beginning, or you can select **Resume Campaign** to continue a previously saved game.

## SPLIT SCREEN

This option allows you and a friend to go one-on-one, selecting from available characters, weapons and up to 14 levels. Each player must first enter a Profile before the match can start (see Profiles, next page).

Once you've either selected or created a new profile, press the **○** button to advance to the Split Screen Options menu.

### Split Screen Options

Press the directional buttons **←** or **→** to adjust these two options:

#### Time Limit

You can set your game's Time Limit from **No Limit** to **60 minutes**.

#### Score Limit

Set your game's Score Limit from **No Limit** to **200**.

Once your options are set, select **Continue** and press the **⊗** button to view the Map Select screen.

## MAP SELECT

### Available Maps

As you acquire new maps, you can add them to the maps listed under Map Sequence. Highlight the map you want to add, then press the **⊗** button.

### Map Sequence

At the Map Select screen, you can press the directional buttons **↑** or **↓** to highlight a level listed under Map Sequence. Press the **⊗** button to select the level you want to play first. The next level you select will be the second level you'll play and so on. Repeat this process to place the levels in the order you want to play.

Once you've set up your maps, select **Launch Server** to begin.



# PROFILES

In order to save games and personal stats, you'll need to create a Profile, then save it to your memory card (8MB) (for PlayStation®2). You can create a Profile without a memory card, but once you power down, your game's progress will be lost.

### Profile Name

Press the directional buttons **↑**, **↓**, **←** or **→** to highlight a character, then press the **⊗** button to select. Repeat this process to spell out your name, then select **OK** to accept the name.

### Controls

To adjust options, you'll either highlight the option and press the **⊗** button to "check" the option's box or press the directional buttons **←** or **→** to make an adjustment. At any time, though, you can select **Restore Defaults** to return the options to their default settings.

#### Invert Y Axis

If you're not comfortable with the game's default "Y Axis" (Up and Down) movement, you can select this option to invert the controls.

#### Horizontal/Vertical Sensitivity

You can adjust the sensitivity of the analog sticks to move slower (**←** adjustment) or faster (**→** adjustment) when you're playing the game.

#### Crouch Toggle On

Turn this option **ON** to have each press of the crouch button toggle between crouching and standing.

#### Look Spring On

When this set to **On**, your view will spring back to the center of the screen once you release the analog stick. Set it to **Off** to control all movements as you look.

#### Vibration On

Turn the vibration feature for the DUALSHOCK®2 analog controller **On** or **Off**.

#### Auto-Switch Weapon

This option automatically switches to a newly picked up weapon.

#### Multiplayer Avatar

For multiplayer games, you can select an Avatar. Press the directional buttons **←** or **→** to cycle the available color schemes.

#### Campaign Difficulty

Set your Campaign difficulty to **Easy**, **Medium** or **Hard**.\*

\*Note: The **Hard** option is not available until you've completed the game with the game set at **Medium** difficulty.

#### Autosave Status

You can set the game to **Autosave** your progress as you play in a Campaign. With **Autosave** set to **On**, your progress will be automatically saved each time you achieve an objective. If **Autosave** is disabled, you'll be prompted whether or not you want to save your progress.



## ONLINE

### GETTING STARTED

Area 51's Online feature allows you to connect to the Internet and play a multiplayer game against up to 15 players online. In order to access Area 51's Online mode, you will need a network adaptor (Ethernet/modem) (for PlayStation®2), a memory card, and a broadband connection to the Internet from an Internet service provider (ISP). Use the following procedure to log on:

Select **Online** from the Main Menu to view the End User License Agreement (EULA). If you accept the conditions, you'll proceed to connect to Area 51 online. If you have more than one network configuration, wait for network configurations to be shown, select one then proceed through connecting to the network and authenticating DNAS data.

Select an existing profile or **Create a Profile** (see Profiles, pg. 7). The first time you connect, the game will ask for a birth date, because no user under 13 years of age will be allowed to play Area 51 online. If you're between 13 and 18 years old, you may connect to Area 51 online, as long as you have your parents' permission, as per the EULA. Once connected, you'll see the Area 51 online Main Menu.

**Note:** During Online Setup, you cannot edit or delete AOL network settings. Also, you'll be required to view and accept the terms and conditions.

#### Note:

Online features for Area 51 subject to online access terms and privacy statement (access terms on pgs. 18-19). MHE RESERVES THE RIGHT TO TERMINATE THE ONLINE FEATURES FOR THIS PRODUCT AFTER 90 DAYS NOTICE, located at [www.midway.com](http://www.midway.com) and/or the News and Updates section of the Online options (see next page). Players are responsible for all applicable internet fees.

### NETWORK SETTINGS

- Add Settings** - Follow on-screen instructions to configure Internet settings.
- Edit Setting** - To make changes to your settings, follow on-screen instructions.
- Delete Setting** - Delete settings you'll no longer need.
- Test Connection** - To make sure you've successfully entered your setting, put the settings to the test.

**Note:** Network setting(s) can be created using the Network Adaptor Start-Up Disc included with your network adaptor (for PlayStation®2).

#### Network Compatibility

Area 51 supports Online gameplay using the network adaptor (Ethernet/modem) (for PlayStation®2) to connect to the network. The in-game networking uses the official IANA registered PS2 UDP port number: ps-ams 3658/udp PlayStation AMS (Secure). Within a GameSpy room, your local host ping information will be unavailable to other players if you are behind a NAT/firewall. GameSpy room pings require UDP Port 13139 to be open for unsolicited UDP.

## ONLINE



#### Join Game

If a previously created server is available, you can use this option to join the server and hook up with an opponent. Use the **Join Filter** options to be specific about the type of game you want to join. Highlight an option, then press the directional buttons **←** or **→** to change the options. When you're done, select **Continue** to go to the Join Game screen.

#### Host Game

To host a game, select this option, then select from the letters and numbers to spell out the name of your game Server. If you like, you can set a password to get into the room you've created. You can select a **Game Type**, set your **Mutation Mode** or turn **Voice Chat** On or Off.

#### Friends List

When you log on, select this option and see if your listed friends are online.

#### Recent Players

This option gives you a list of the most recent online players.

#### Edit Profile

When you select this option, the Edit Profile options are displayed, so you can make changes to your profile (see Profiles, page 7, for more information).

#### View Stats

As you play online matches, your stats will accumulate. Use this option to see what kind of numbers you're putting up.

#### Disconnect

Disconnect from Area 51 Online.

# AREA 51 WEAPONS

## M-11 "SCORPION" PISTOL

Projectile Type: 10mm jacketed hollow-point  
Dual-Wield: No  
Damage: Medium  
Accuracy: Medium  
Range: Close  
Rate Of Fire: High  
Firing Mechanism: Semi-Auto  
Magazine Capacity: 8 Cartridges  
Scope: Red Dot, Holographic  
Secondary Ability: Combat Flashlight, White LED (85 lumens)



## XM-32 "VIPER" ASSAULT RIFLE

Projectile Type: 6.8mm full metal jacket, enhanced penetrator  
Dual-Wield: Yes  
Damage: Medium  
Range: Medium  
Rate Of Fire: High  
Magazine Capacity: 30 Cartridges  
Accuracy: Medium (semi-auto), low (automatic)  
Firing Mechanism: Selective Fire (semi-auto, full auto)  
Scope: Advanced Combat Optic, 1.5x zoom  
Secondary Ability: Combat Flashlight, White LED (85 lumens)



## M-170 "HAMMER" COMBAT SHOTGUN

Army Designation: M-170 "Hammer" Combat Shotgun  
Projectile Type: 12gauge XXX buckshot, with secondary micro pellets for maximum dispersion  
Dual-Wield: Yes  
Damage: High  
Range: Low  
Accuracy: Low  
Rate Of Fire: Medium  
Firing Mechanism: Semi-Auto  
Magazine Capacity: 10 Shells  
Scope: None  
Secondary Ability: Fires 1 shell from both barrels simultaneously



## SR-125 "WRAITH" SPECIAL PURPOSE RIFLE

Projectile Type: 7.63mm SLAP (sabot light armor penetrator)  
Dual-Wield: No  
Damage: High  
Range: High  
Accuracy: High  
Rate Of Fire: Medium  
Firing Mechanism: Semi-Auto  
Magazine Capacity: 6 Cartridges  
Scope: Advanced Sniper Optic, 3x and 10x image stabilized zoom, integrated laser range finder



## M-25 FRAG GRENADE

Official Designation: M-25 HEDP (high-explosive, dual-purpose)  
Fragmentation Grenade  
Damage: Medium (RDX stabilized explosive)  
Range: Medium  
Secondary Ability: Contact fused or 2 second delay



# AREA 51 WEAPONS

## AN/PEQ-61 "QUICKFIX" SCANNER

The "QuickFix" is a hand-held, multifunctional device used by Hazmat teams on special operations to quickly analyze, record and transmit data.

- 5" Organo Electroluminescent Display.
- Spectrum analyzer capable of sampling airborne particles to 1012 parts per million.
- Interrogative super-heterodyne variable-frequency laser capable of analyzing over 1,000,000 known substances.

Secondary Ability: Combat Flashlight, White LED (85 lumens)



## JB GRENADE

Army Designation: XM-197 "Jumpin' Bean" Experimental Grenade  
Damage: High (high-yield graviton-plasma implosion)  
Range: High  
Secondary Ability: The JB flies in direct line-of-sight path for optimal attack profile to the selected enemy or area.



## BBG

Alien Designation: Unknown  
Projectile Type: Highly Charged Meson particles which cling to organic surfaces, rebound off all other materials

Dual-Wield: No  
Damage: Medium  
Range: High  
Accuracy: High  
Rate Of Fire: Medium  
Magazine Capacity: 50 particle impulses  
Scope: None  
Secondary Ability: Integrated "intelligent" LIDAR beam, predicts Meson particle path, changes frequency when illuminating organic target



## MESON CANNON

Alien Designation: Unknown  
Projectile Type: Unstable (imbalanced antiquark ratio) Meson particle  
Dual-Wield: No  
Damage: High  
Range: High  
Accuracy: Medium  
Rate Of Fire: Low  
Magazine Capacity: 1 particle impulse  
Scope: None  
Secondary Ability: None



# AREA 51 CHARACTERS

## Specialist Ethan Cole

Ethan Cole is a mission specialist on Hazmat Team Bravo. A trained biologist, Cole's remarkable marksmanship and tactical skills have served him well in his Army career. Cole's primary responsibility on Hazmat Team Bravo is the operation of the AN/PEQ-61 "QuickFix" Scanner. It is the team's job to develop a countermeasure to a viral threat, the scanner will be the primary means of gaining information. The pragmatic son of a prominent doctor and respected college professor, Cole doesn't believe in little green men.

## Major Douglas Bridges

Major Bridges is tough Special Forces officer in charge of the DoD's Quick Reaction Force. If a sensitive military installation experiences a "situation" they cannot control, Major Bridges and his QRF platoons are sent in to contain the threat and employ whatever countermeasures are deemed necessary.

## Mitch "Crispy" Chrisman

Crispy attended West Point and almost got kicked out twice, while he barely managed to graduate with a pre-med degree, his constant practical jokes got him assigned to Hazmat Team Bravo as a Chief Warrant Officer. He is the team's medic and is cross-trained in communications.

## Jack McCann

Jack McCann is the proud son of a military father and received a degree in biology from Stanford. He has repeatedly declined officer candidate school to stay in the field and remains a sergeant. An avid reader, he's never without a paperback tucked into his BDUs. He is the team's combat arm's specialist and microbiologist.

## Anthony Ramirez

Captain Anthony Ramirez is a hard-nosed career soldier with 14 years of service in the United States Army. After commanding a platoon in Major Bridges' elite QRF, he was entrusted with command of Hazmat Team Bravo. He is in extremely good shape (working out an extra 2 hours a day over and above his standard PT regimen) and loves his protein bars. His primary responsibility is team command and control, but he is cross-trained in demolitions.

## Dr. Winston Cray

Dr. Winston Cray is a scientist emeritus attached to Air Force Flight Test Center, Detachment 3 (AFFTC Det. 3) otherwise known as Area 51. Originally a scientist attached to Project Paper Clip, he was the first scientist on scene at the UFO crash-site in Roswell, New Mexico. Since that event, he has been in charge of all research involved with Aliens.

# AREA 51 ENEMIES

## Mutant Scientist

Many of the research scientists trapped in the lower levels of Area 51 were exposed to an unknown mutagen. Possibly viral in nature, this mutagen triggered a rapid growth phase, greatly strengthening the skeletal and muscular systems. Similarly, the virus has caused a severe psychosis in all those infected.

## Mutant Security Force

The security component of Area 51 was unprepared for a viral outbreak. Many of them were caught off guard and didn't have time to put on a gasmask. Those infected by the release of the virus mutated rapidly. They seem to retain enough of their humanity to use firearms in a rudimentary manner.

## Mutant Leaper

As the virus continues to mutate its human host, the victim begins to completely devolve into an animalistic state. The Leaper is the final phase of human mutation and has lost all humanity. Leapers use all four limbs to move and climb surfaces. They possess wicked talons that can penetrate through body armor.

## Mr. White

Mr. White is the Illuminati's representative to the Grays. Originally a scientific peer to Dr. Cray, Mr. White was seduced by the Illuminati and has become Dr. Cray's nemesis. After perfecting human cloning, Mr. White's research was used to create the BlackOps. Mr. White, ever the narcissist, created several clones of himself to ensure a powerbase of loyal servants. Mr. White's cooperation with Gray's is carefully calculated to provide him the technology and weapons to eventually control the world.

# AREA 51 ENEMIES



## Black Ops

BlackOps are cloned humans, the result of experiments with Alien / Human DNA recombination. These hybrids have excellent combat reflexes and are conditioned to obey orders from the Illuminati and Grays.

## Black Ops Leader (RED)

Selected BlackOps are given cloaking armor enhancements and specialized tactical training. Used to command squads of ordinary BlackOps, the BlackOps Leaders are a serious threat and should be eliminated as quickly as possible.



## Gray

Not much is known about the enigmatic Grays. Their first contact with humankind was the result of a scout ship that experienced a malfunction and crashed near Roswell, New Mexico in 1947. They communicate using gestures and telepathy. Rarely encountered, they prefer to dwell in the deep bowels of Area 51 experimenting with captive humans. The exact purpose of these experiments are known only to the Grays and their Illuminati counterparts.



## Theta

The Theta is the ultimate biological weapon engineered by the Grays to spread a mutagenic virus as quickly as possible to any carbon-based enemy. Theta can communicate and command Leapers. Equipped with an electro-chemical pulse weapon, the Theta is an impressive killing machine. Rumors within the Illuminati elite talk of a "Super Theta" project.



## Edgar

Edgar is a deformed and bloated Gray who is imprisoned by his fellow Grays and the Illuminati. Edgar's life, the little it encompasses, remains within a large glass container. This mechanical prison keeps Edgar alive as his blood is harvested to create the viral weapon. Edgar communicates via telepathy and retains the Gray's ability for limited telekinesis. Edgar appears to be lifeless, but his throbbing heartbeat and the eerie fluid moving through his veins warns otherwise. Edgar and Dr. Gray are allies against Mr. White and his nefarious plans.

# PICKUPS

## HEALTH (Green)



Small



Large

## MUTAGEN (Orange)

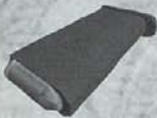


Small



Large

# WEAPON PICKUPS



Small M-II Pistol Ammo



Large M-II Pistol Ammo



Small M-170 Shotgun Ammo



Large M-170 Shotgun Ammo



Small XM-32 Assault Rifle Ammo



Large XM-32 Assault Rifle Ammo

# WEAPON PICKUPS



Small SR-I25 Sniper Rifle Ammo



Large SR-I25 Sniper Rifle Ammo



Small M-25 Frag Grenade



Large M-25 Frag Grenade



JB Grenade



Meson Cannon Ammo