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ISA DDC v0.1a

CAPTAIN TEMPLAR
(SPECIAL FORCES)

KILLZONE™

LIBERATION



ISA DDC v0.1a
FOR IMMEDIATE ACTION

ISA DDC v0.1a

FOR IMMEDIATE ACTION

KILLZONE.COM

UCES-00279/P

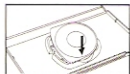
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PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP™ system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email anti-piracy@eu.playstation.com or call your local Customer Service number given at the back of this manual.

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SYSTEM SOFTWARE UPDATES

This PSP™ (PlayStation®Portable) Game includes System Software update data for the PSP™ system. An update will be required if an "update request" message is displayed on-screen at game start-up.

Performing a System Software update

The update data is displayed with the icon shown here on the Home Menu.



By following the on-screen instructions, you can update the System Software of the PSP™ system. Before performing the update, check the version number of the update data.

- During an update, do not remove the AC Adaptor.
- During an update, do not turn off the power or remove the PSP™ Game.
- Do not cancel the update before completion as this may cause damage to the PSP™ system.

Checking that the update was successful

Select "Settings" from the Home Menu, and then select the "System Settings" option. Select "System Information" and if the "System Software" version number displayed on-screen matches the version number of the update data, then the update was successful.

For details on System Software updates for the PSP™ system, refer to the following website: yourpsp.com

PARENTAL CONTROL

This PSP™ Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™ Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

PARENTAL CONTROL LEVEL	AGE GROUP
9	Restricted to 18 and over
7	Not suitable for under 15 unless accompanied by an adult
5	Recommended for mature players
3	Parental guidance recommended
2	General

STATE OF AFFAIRS

Templar, following the recent endeavours of yourself, Shadow Marshal Luger, Sergeant Rico Velasquez and Colonel Gregor Hakha, our capital city is back under ISA control. Vekta City offers you its sincerest gratitude for preventing the space defence platform from falling to the Helghast two months ago.

But, captain, this war is far from over. Intel informs us that the leader of the Helghast, Emperor Visari, has given General Armin Metrac full command over the remaining ground forces and we must brace ourselves for a bloody retaliation. Metrac is one of the most feared officers on Helghan, a man with a reputation for unconventional and brutal tactics and it is anticipated that the Helghast are preparing to step up their assault on our bases in the south.

As you read this message, the ISA base of Rayhoven is under attack. This base is of **CRITICAL IMPORTANCE** to the war effort - a group of ISA leaders and scientists are currently engaged in crisis talks within Rayhoven to decide on the future of southern Vekta; perhaps the outcome of the entire war. Should the Helghast siege prove to be successful, our position will be severely compromised...

A dropship is waiting to take you into Rayhoven immediately. Once there, offer support to our frontline troops, attempt to rendezvous with Sergeant Velasquez and await further instructions.

Good luck, captain. The prayers of the people of Vekta go with you.

ISA COMMAND

THE HELGHAST

The isolated planet of Helghan is a former colonial outpost that became home to a pioneering faction of energy settlers several generations ago.

While the planetary environment itself was harsh and difficult, the energy reserves of the planet were vast and ripe for exploitation. Soon the coffers of Helghan overflowed with wealth, the rich growing richer, the poor, poorer. Dissent was at an all-time high.

Revolution was on the cards, and the chief architect of it was one man: Scholar Visari.




Under Autarch Scholar Visari's leadership, the immense wealth and natural resources of Helghan were turned entirely to military production. The hardiness of the native-born Helghast provided the perfect foundation for a fanatical army; a military force with very little to lose and everything to gain.

Despite its failure to seize immediate control of Vekta, an ISA colony, the Helghast see that initial set back as little more than a frustration. Under the control of General Metrac, the invasion force has regrouped and, little by little, is advancing across southern Vekta...

SETTING UP

Set up the PSP™ system according to the instructions in its instruction manual. Turn the PSP™ system on and the **POWER** indicator will light up green. The Home Menu will be displayed. Press the **OPEN** latch to open the disc cover. Insert the **Killzone™: Liberation** disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

NOTE: Select your preferred language from the PSP™ system's Home Menu before commencing play.

Select the  icon from the Home Menu and then select the  icon. A thumbnail image of the software will be displayed. Select the image and press the  button to commence loading.

NOTE: Killzone™: Liberation does not support certain characters that may be included in the PSP™ system's Nickname. Replacement characters will be displayed.

PLEASE NOTE: The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved Killzone™: Liberation data. Make sure there is enough free space on the Memory Stick Duo™ before commencing play.

The minimum amount of free space required to save Killzone™: Liberation data will vary depending on the capacity of the Memory Stick Duo™ inserted. The minimum amount of free space required for different capacity official Memory Stick Duo™ products is listed below:

32MB - 128MB = 64KB

256MB - 2GB = 128KB

NOTE: This title uses autosave and autoloading features. Any previously saved data will be loaded automatically on start-up. Progress is saved automatically at the end of a mission.

WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).



AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.



GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.



INFRASTRUCTURE MODE

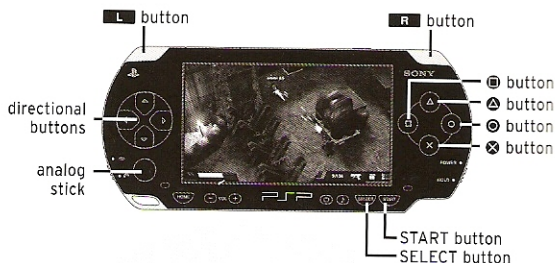
Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

NOTE: Killzone™: Liberation supports Ad Hoc Mode and Game Sharing.

DIRECTIONAL BUTTONS - MOVEMENT

In this manual, ↑, ↓, ←, → etc. are used to denote the direction of both the directional buttons and the analog stick unless stated otherwise.

DEFAULT CONTROLS



On-Foot Combat

analog stick	Move/Aim
↑ button	Tactical Command System
L button (hold)	Strafe lock
L button (double tap)	Dodge roll
R button	Duck and cover
L button plus	Object aim mode
R button	
R button (hold)	Fire from cover
plus button	
X button	Action
button	Fire weapon
button	Grenade
button	Reload
SELECT button	Mission details
START button	Pause
↓ button	Exit mounted gun
L button	Rotate mounted gun turret left
R button	Rotate mounted gun turret right

Hovercraft/Tank Controls

analog stick	Steer
button	Brake/Reverse
button	Enter vehicle/Accelerate
↓ button	Exit vehicle
button	Fire primary weapon
button	Fire secondary weapon
L button	Rotate turret left
R button	Rotate turret right
L button plus	Centre turret
R button	

Jetpack Controls

X button	Use jetpack
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Tactical Command System

← button	Cycle left
→ button	Cycle right
↓ button	Cancel
button	Cancel
X button	Confirm command
button	Escort

MENU SCREEN CONTROLS

↑/↓/←/→	Navigate/Change Menu Item
X button	Select Highlighted Menu Item
button	Previous Screen/Cancel

GETTING STARTED

The Language Select screen will be displayed. Press ↑ or ↓ to choose your language and press the X button to confirm. After a brief introductory sequence, the Title screen will be displayed. Press the **START** button to access the Main Menu.

NOTE: If you have played Killzone™: Liberation previously and have saved at least one profile to Memory Stick Duo™, a profile select screen will be displayed before the Main Menu is accessed.

MAIN MENU

Press ↑ or ↓ to select one of the following options:

- Play
- Options
- Statistics & Rewards
- Downloads
- Share a Game
- Killzone.com
- Credits

NOTE: Each of the Main Menu options is explained in detail in the later sections of this manual.

PLAY

Select Play from the Main Menu to begin a new single or multiplayer game, or resume a game previously saved to Memory Stick Duo™.

Singleplayer options are listed on the left of the screen, with Multiplayer options on the right. Press ← or → to toggle between the two lists.

SINGLEPLAYER

CAMPAIGN

This is the main 'story' mode of Killzone™: Liberation. Captain Templar is sent on a crucially important secret mission to halt the progress being made by the Helghast invasion force in southern Vekta.

Campaign mode is comprised of four chapters, each containing four individual missions. When playing for the first time, only the initial chapter, 'A New Threat' will be accessible; the subsequent chapters are unlocked by successfully completing missions.

Select the chapter you wish to play from those available. A list of missions for that chapter will be displayed; again, you can only select to play missions that have been unlocked by success in previous missions.

WEAPON SELECT

Before the mission begins, you can choose which weapon you would like to use by pressing ← or → followed by the ⊗ button to confirm. Weapons have variable stats for rate of fire, accuracy, fire power and range, so make your choice wisely. Initially, only the ISA M-82G Assault Rifle is available, the other weapons can be unlocked using Vektan \$ collected from briefcases scattered throughout the levels. Alternative weapons can also be obtained from supply depots, dotted throughout levels.

ABILITIES SELECT

Vektan \$ can also be used to unlock a variety of extra abilities. Press the ⊕ button on the Weapon Select screen to access a list of abilities. Once unlocked, you can assign a particular skill to one of three 'slots'. Extra abilities include the capacity to carry more grenades or improve your character's body armour. Remember, only three extra abilities are permitted per character and you can only select from those that have been previously unlocked.

CHALLENGE GAMES

A series of bonus challenge games can be played for each of the four chapters. These challenges are unlocked by first completing a chapter in Campaign mode and by achieving at least a bronze medal in the challenges for the previous chapter. Games include Target Practice, where you must shoot out as many targets as you can within a time limit, and Spidermine Catch where you must lure a number of robotic spiders into crates before the time runs out. Select a Challenge Game to view the conditions for obtaining a bronze, silver or gold medal for that particular game.

MULTIPLAYER

COMBAT ZONE (AD HOC)

In this mode, up to six players can take part in team-based or all-against-all battles on five different maps.

After selecting Combat Zone (Ad Hoc), choose Join Game or Host Game.

JOIN GAME

Select Join Game to access a list of games that have been set up in your vicinity. Select the game you wish to join and press the **X** button.

HOST GAME

Set up and host your own game by adjusting the following settings:

Game Name	Give your game a name
Game Mode	There are four different game modes to choose from, Death Match, Team Death Match, Assault and Capture the Flag
Map	Choose where you want to play by selecting Trenches, Docks, Factory, Airfield, Islands or Swamp Base
Time Limit	Choose how long you want your game to last
Weapon	Select the weapon that every player will start the game with

Once happy with these game settings, select Start Game to enter a lobby. Other players can then access your game by choosing Join Game on their PSP™ systems.

With the lobby screen displayed, the game host can press the **△** button to toggle between ISA and Helghast factions, and can press the **X** button to 'force launch' the game, initiating a four second countdown.

NOTE: Further instruction on how to set up an Ad Hoc Mode game can be found later in this manual.

GAME TYPES

Death Match

A bout of all-against-all mayhem. Achieve as many kills as you can during the time limit!

Scoring: Kill +2

Suicide -1

Victory +20

Team Death Match

Similar to Death Match, but players are split into two teams, each aiming to eliminate the other. Points are awarded each time you kill an enemy, but will be deducted for killing a team-mate.

Scoring: Kill +2

Suicide -1

Team kill -2

Victory +20

Assault

A team game where the ISA must defend a key objective against attack from the Helghast.

Scoring: Kill +2

Suicide -1

Team kill -2

Victory +20

C4 placed +3

(for each marker destroyed)

Capture the Flag

Each team must protect a flag at their base. The aim is to obtain the opposing team's flag and secure it in their own flag position within the time limit. Teams cannot capture their enemy's flag unless their own flag is in their own base.

Scoring: Kill +2

Suicide -1

Team kill -2

Victory +20

Capture +5

Flag pickup +1

Flag return +1

Enemy carrier killed +1

MULTIPLAYER SCORE SCREEN ICONS

Score



Kills



Other



Deaths



CAMPAIGN CO-OP

Play with a friend and enjoy Campaign mode as part of a two-man team via Ad Hoc Mode.

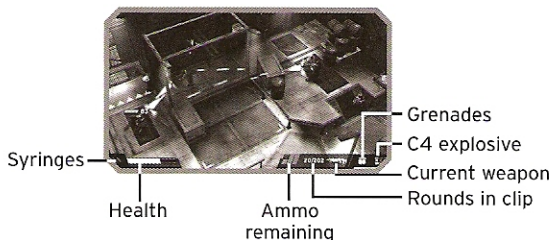
After selecting Campaign Co-op, choose either 'Join Game' to join a co-operative game already initiated by a friend, or 'Start Game' to begin your own.

When joining a game, your PSP™ system will search for available games in your vicinity. Select the one you want to join and press the **X** button to confirm.

When starting a game, a list of players in your vicinity will be displayed. Select the name of the player you want to team up with and press the **X** button to confirm.

NOTE: Only levels which have been unlocked by the game host can be played in Campaign Co-op mode. Further instruction on how to set up an Ad Hoc Mode game can be found later in this manual.

THE GAME SCREEN



TIME TO ENTER THE FRAY

When playing Campaign mode for the first time, tutorial notes will help you grasp the basics. On-screen messages will provide instruction and advice on what to do next; these messages can be closed by pressing the **START** button. You can disable the tutorial by pressing the **△** button.

ON-FOOT EXPLORATION AND COMBAT

MOVEMENT

Move the analog stick **↑**, **↓**, **←** or **→**. Whilst moving, you can perform an evasive roll with a double-tap of the **L** button.

Crouch by pressing the **R** button - this makes it easier to aim at targets. Press and hold the **R** button to duck behind cover and avoid enemy attacks, then pick the right moment to break cover and return fire.

ISA COMMAND:

The colour of Helghast eyes indicates their alert status. Yellow means they're unaware of your presence, orange means they are suspicious of threats, red means they are coming to get you.

USING WEAPONS

Aim by rotating the analog stick. Press the **□** button to fire.

An auto-aim feature is utilised when targeting enemies, so you need only aim in their direction and fire. To lock-on to objects such as crates, barrels, valves, etc. press and hold the **L** button and **R** button together before firing.

Press the **R** button to crouch. It is easier to aim from a crouched position - try adopting a 'duck and cover' attacking style, using cover to shield yourself from enemy fire and picking the right moment to return fire or reload your weapon.

Reload manually by pressing the **△** button; it's a good idea to keep track of how much ammo remains in your clip and pick appropriate moments to reload - you don't want to run out of bullets in the middle of a close-range fire fight.

Press and hold the **L** button whilst moving the analog stick to strafe up, down, left or right, whilst keeping your weapon trained in the same direction.

GRENADES AND EXPLOSIVES

To use a grenade, press the **○** button and aim using the analog stick. Throw a grenade by pressing the **○** button again. You can cancel a throw by pressing the **△** button, **□** button or **×** button. There are several different types of explosive; with the exception of C4 charges, you can only carry one type of explosive at any one time.

To use a remote detonated mine, press the **○** button to lay the mine and then press the **○** button again at the desired moment to detonate it.

ISA COMMAND:

As you know, Templar, both ISA and the Helghast use many different weapons, with varying capacities, destructive potential, rates of fire and reloading times. Try to use weapons that are suited to particular situations. The M-82G Assault Rifle is a good all-round choice of weapon, but be opportunistic and make use of any additional firepower you come across.

TACTICAL COMMAND SYSTEM

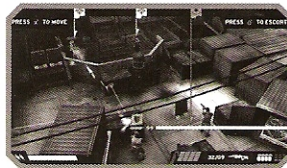
On many missions, Templar is accompanied by a computer-controlled companion, such as Rico. Instruct them to follow your lead or give them specific tactical orders; for example, you can strategically place your companions and order them to hold a position, attack, climb over an obstacle or plant C4 explosives, depending on the situation.

ISA COMMAND:

Templar: As much as we value your skills, attempting this mission alone will result in certain failure. ISA allies will endeavour to back you up wherever possible. And remember, in the field you have ultimate authority, so instruct colleagues as you see fit.



Access the Tactical Command System by pressing **↑**. With the Tactical Command System displayed, press the **○** button to order your companion to escort you or press **←** or **→** to cycle through alternative options. Press the **×** button to select a command; your buddy will then attempt to carry out the order. Press **↓** to exit the Tactical Command System without giving an order.



Buddy health bar

SUPPLY DEPOTS

Munitions depositories can be found in various locations throughout missions. You can restock or change weapons, depending on what is available in the depot, by approaching it and pressing the **X** button. Press **←** or **→** to highlight Weapons, Items or Explosives, then press the **X** button to view a list of contents. Press the **X** button to take selected items.

ISA COMMAND:

Whilst you're rummaging in a supply depot the action isn't 'paused' meaning you can still take damage. Pick your moment with extreme caution!

VEHICLES

TANK



ISA COMMAND:

The tank is a major weapon for the Helghast invasion force. It is equipped with a machine gun and heavy cannon. The tank has proven itself many times to be stronger than almost anything ISA can throw at it.

Enter the tank by pressing the **X** button. You can exit the tank at any point by pressing **↓**.

Manoeuvre the tank by moving the analog stick **←** and **→**. Press the **X** button to accelerate and the **△** button to reverse. Press the **L** and **R** buttons to rotate the turret and press the **□** button to fire a missile. Press the **L** and **R** buttons at the same time to centre the turret. Press the **○** button to fire the tank's machine gun. The tank can also be used to crush barriers and run over enemies.

NOTE: In Campaign Co-op mode, one player drives while the other controls the tank's weapons.

HOVERCRAFT



ISA COMMAND:

The ISA hovercraft is an amphibious vehicle used to counteract the Helghast military, which tends to focus on land and air-based weaponry and attacks. Equipped with a machine gun turret and a rocket canister, the hovercraft is a force to be reckoned with.

Steer the hovercraft by moving the analog stick **←** and **→**. Press the **X** button to accelerate and the **△** button to reverse. Press the **L** button and **R** button to rotate the machine gun turret and press the **□** button to fire the machine gun. Press the **L** button and **R** button at the same time to centre the turret. Fire rockets by pressing the **○** button.

You can exit the hovercraft at any point by pressing **↓** and re-enter by pressing the **X** button.

NOTE: In Campaign Co-op mode, one player pilots the hovercraft while the other controls its weapons.

ISA COMMAND:

If either the hovercraft or tank becomes damaged to the point where it catches fire, jump out immediately before it explodes.



Vehicle health bar

JETPACK



ISA COMMAND:

The jetpack is a new addition to the Helghast armoury, created to travel over all types of terrain, but used particularly in mountainous and urban environments to move swiftly between buildings and across crevasses.

Once equipped, press and hold the **X** button to use the jetpack. You can remain airborne until the yellow timer bar in the bottom left of the screen runs out. Return to the ground to replenish the time bar. Whilst using the jetpack you can fire your weapon by pressing the **R2** button and can strafe as normal by pressing and holding the **L** button. You can not use grenades or other explosives whilst airborne.

MISSION DETAILS

Press the **SELECT** button during a mission to view a map of the mission area and a breakdown of objectives, including those yet to be completed and those already ticked off.

The Mission Details screen also summarises the number of collectables found in the current mission.

PAUSE MENU

Press the **START** button to access the following options:

- | | |
|--------------------|---|
| Resume Game | Return to the current game |
| Restart | Choose either Restart Last Checkpoint or Restart Mission |
| Tutorial | Enable or disable the in-game tutorial messages |
| Quit Game | End the game, losing any progress made in the current mission |

OPTIONS

Press **↑** or **↓** to select one of the following options and press the **X** button to confirm, then adjust a variety of settings as applicable.

- | | |
|-------------------|--|
| Difficulty | Choose from Easy, Normal or Hard difficulty levels. It is recommended that you try 'Normal' first and progress to the Hard setting after playing through Killzone™: Liberation on the Normal setting several times |
| Sound | Press ← or → to increase or decrease the Music Volume, Sound FX Volume and Ambient/Speech Volume |
| Language | Select from English, French, German, Italian, Spanish, Russian, Polish or Dutch. Dutch features localised text with English audio, all other languages feature both localised audio and text |
| Characters | Modify your character's appearance for use in Combat Zone (Ad Hoc) games. You can choose to play as a variety of ISA or Helghast characters and can select an alternative colour to differentiate your character further |

STATISTICS & REWARDS

Select Statistics & Rewards from the Main Menu to view a summary of your single player stats, including any weapons or abilities that have been unlocked.

DOWNLOADS

Extend the Killzone™: Liberation adventure by downloading new game content and upgrades from killzone.com when they become available. Visit killzone.com for further details.

SHARE A GAME

Three special Killzone™: Liberation levels can be passed on to your friends for free using your PSP™ system's Game Sharing facility.

NOTE: Instruction on how to use the Game Sharing facility can be found later in this manual.

LEVELS AVAILABLE TO SHARE

WAREHOUSE ESCAPE

(On-foot single player mission)

Fight your way through Helghast reinforcements as you flee the dockyard warehouse.

BUDDY BEACHHEAD

(On-foot buddy mission)

Sergeant Rico will help you re-capture the Vektan dockyards from the Helghast.

TANK BATTLE

(Single player vehicle mission)

Commandeer a Helghast tank, use it to cross the dam and destroy the heavy doors with C4.

KILLZONE.COM

Find out more about the Vektan conflict and the Helghast, get your hands on exclusive downloads and join the Killzone™ community by visiting killzone.com, directly from your PSP™ System.

CREDITS

View the staff credits for Killzone™: Liberation.

CHARACTERS

ISA SPECIAL FORCES

JAN TEMPLAR

Interplanetary Strategic Alliance Special Forces Captain Templar enjoyed a strong relationship with ISA Commander General Vaughton, until Vaughton was killed by the treacherous ISA General Adams two months earlier.

Adams had been behind a Helghast plot to take control of the space defence platforms that were designed to protect Vekta from invasion. After uncovering the conspiracy and averting catastrophe, Templar is regarded by many Vektans as a hero and the ultimate ISA soldier.



ALLIES

RICO VELASQUEZ

Rico is a human tank who prefers to shoot first and ask questions later, if at all.

He's all attitude but despite this he has a good heart. Rico prefers an up-front fight ('mano a mano') and is a character of extremes; he can get agitated very quickly and doesn't hold back on anything. During the space defence platform crisis, Rico was left stranded by a brutal Helghast attack and consequently befriended Templar, Luger and Hakha.





LUGER

Luger is a female assassin who excels when it comes to stealth, infiltration and hand-to-hand combat. A ruthless personality who knows no mercy, she likes to get up close and personal with her victims. Emotionally, Luger is an ice queen, incredibly beautiful but totally unapproachable; she rarely smiles and is cold and somewhat calculating. Luger will always put the mission before anything else.



DWIGHT STRATSON

ISA General Stratson has proposed the controversial idea of using nuclear weapons to repel the Helghast invasion force from the south. Due to the potentially devastating loss of civilian life, this proposal has caused uproar amongst the people of Vekta.



EVELYN BATTON

ISA weapons researcher Evelyn Batton was tasked by General Stratson to design and develop a new nuclear weapon that could be used to drive the Helghast from Vekta once and for all. She is one of the ISA experts currently meeting at Rayhoven to vote on Stratson's controversial plan. Despite being a specialist in the field of nuclear research, she is strongly opposed to Stratson's methods.



HEFF MILCHER

ISA Defence Minister Heff Milcher may be a career politician with no experience of battle, but his vote is still crucial in the decision over General Stratson's plans to deploy nuclear weapons. The plan faces opposition within the ISA and Stratson has been careful to woo Milcher's support ahead of the crisis meeting at Rayhoven.



HAKHA

Hakha is a secret agent for the Colonial Intelligence Service of the ISA. Half human, half Helghast, his past links him to Helghast General Lente, the man largely responsible for mobilising the Helghast invasion force and devising the initial attack plans. Templar, Rico and Luger rescued Hakha from the Helghast during the space defence platform crisis and subsequently defeated Lente.

HELGHAST



ARMIN METRACC

Emperor Visari personally entrusted Metracc with the task of capturing Southern Vekta. Known and feared for his sadistic interrogation techniques and brutalities against civilians, he has slowly but surely set about conquering the south. His charismatic appearance and tall, athletic build clearly reveal that he is no ordinary Helghast. Battle torn and full of hatred, General Metracc is determined to conquer Vekta.



COBAR

Metrac's loyal and trigger happy colonel, always ready to move in when things need to be done right. Referred to by his own kind as 'White Death', the Helghast troops are full of fear whenever Cobar is around. Recruited for the Vektan war by Metrac himself, Cobar will do anything to please his superior.

WEAPONS

M82-G Assault Rifle

The M82 assault rifle is the mainstay weapon of the ISA army. While it is considered more accurate than the nearest Helghast equivalent, the fire rate and capacity are relatively low.

StA-52 LAR Assault Rifle

Suited for short and mid-range engagements, the LAR (Light Assault Rifle) version of the modular StA-52 platform combines a full-auto rifle with a holographic aiming reticule.

lvP-18 Tropov Machine Pistol

The lvP-18 Tropov machine pistol compensates with an additional burst fire mode and a drum magazine for increased ammo capacity.

StA-52 SLAR Sniper Rifle

A variant of the modular StA-52 platform, the precision SLAR (Sniper/Light Assault Rifle) features a self-blending camouflage pattern, illuminated sniper scope and extended barrel for increased bullet velocities. It is extremely accurate over long distances, but suffers from a slow fire rate and a limited magazine capacity.

M13 Semi-automatic Shotgun

The M13 semi-automatic shotgun (nicknamed 'Lucky Strike') fires a dense cloud of toxic pellets with every shot. The weapon is capable of immobilising almost any opponent, but long reload times will leave its operator vulnerable in case of a miss.

M3 Revolver

The M3 had been relegated to ceremonial functions before a protracted Helghast blockade forced the ISA armoury to return it into service. The revolver has been equipped with new tritium sights and a double-action trigger for improved combat effectiveness.

M1 LMG 'Tyrant'

This is the ISA answer to the Helghast StA-3 Stova Light Machine Gun. It has retained the power of the heavy ISA M224-A3 but has lost the missile shooting capability to increase its manoeuvrability. The M1 LMG 'Tyrant' is now standard weaponry for the ISA strike-force squads.

Crossbow

Primitive in nature and straightforward in operation, the crossbow can fire anything from improvised arrows to grenade-tipped darts. Armouries on both sides of the conflict have adopted the weapon for the latter purpose, recognising that ease of maintenance can be a deciding factor on the Vektan battlefield.

VnS-10B Scylla Chaingun 'Cerberus'

The portable version of the Scylla chaingun has been modified slightly for troops to wield it manually in the battlefield. Feared by the ISA for its pure strength and their huge operators, the gun's weakness lies in its weight and overheating.

VC1 Flamethrower

The VC-1 portable flamethrower projects an ignited stream of flammable liquid at high pressure. Consisting of low-octane gasoline and an unidentified component indigenous to Helghan, the deadly fuel cocktail has proven effective at clearing out enemy trenches and bunkers. To retain portability, the 200-litre fuel tank is only lightly armoured.

BLR-06 Hadra MRL

The heaviest portable weapon in the Helghast army, the BLR-06 Hadra MRL (Multiple Rocket Launcher) was designed to incapacitate and destroy armoured vehicles. It has three tubes that can fire single rockets.

NOTE: The VC1 Flamethrower and BLR-06 Hadra MRL are not initially available. To get your hands on these most deadly of weapons, you will need to access a future download. See the Downloads section of this manual for further details.

AD HOC MODE

Connect to other PSP™ users via Ad Hoc Mode and team up for a two-player co-operative campaign or engage in a variety of different multiplayer games on different maps.

NOTE: To play Killzone™: Liberation via Ad Hoc Mode, you will need at least one opponent with a PSP™ system and their own copy of Killzone™: Liberation.

SETTING UP AN AD HOC MODE GAME

Before starting an Ad Hoc Mode game, ensure that all players set up their PSP™ systems as instructed below.

1. Specify the same settings for Ad Hoc Mode. Using the PSP™ system's Home Menu all players should select 'Settings', then 'Network Settings', and set 'Ad Hoc Mode' to 'Automatic'. If the 'Automatic' setting does not enable everyone to establish a connection, all players should then select either 'Ch1', 'Ch6' or 'Ch11' (i.e. everyone should use the same setting).
2. Slide the WLAN switch to the ON position before play. This switch must be left in the ON position whilst playing.
3. While you're playing, the PSP™ systems should be kept as close together as possible.

4. Select Play, then Combat Zone (Ad Hoc) or Campaign Co-op. In Combat Zone (Ad Hoc), you must choose whether to join an existing game or host one of your own before connecting to a Wireless Local Area Network (WLAN) and finalising game setup. In Campaign Co-op you can choose to join a game that has already been initiated by a friend, or start a new game, allowing your friend to subsequently join it.


NOTE: Campaign Co-op mode is for two players only. Combat Zone (Ad Hoc) mode allows up to six players per game.

GAME SHARING

Share a unique Killzone™: Liberation game demo with other PSP™ users. The other users do not need to own Killzone™: Liberation to enjoy this feature.

SETTING UP GAME SHARING

Select Share a Game from the Main Menu then choose the level you wish to share. Your PSP™ system will attempt to locate other PSP™ systems that are within a range of 10 metres and currently searching for Game Sharing data.

The receiver must choose the  icon from the Home Menu and then select the Game Sharing icon. A message, 'Searching for players' will be displayed.

Once both PSP™ systems have connected wirelessly, the receiver should select 'Killzone: Liberation' and follow the on-screen instructions to send a request to the host. The Game Sharing transfer will commence once the request has been accepted by the host.

Once the transfer is complete, the host is free to continue to use their PSP™ system as they wish. The receiver will have their Killzone™: Liberation demo to sample and enjoy. The receiver can terminate their Killzone™: Liberation session by either switching off their PSP™ system or returning to the Home Menu. Any Game Sharing data received will subsequently be deleted.

NOTE: The WLAN switch must be set to the ON position on both host and receiving PSP™ systems.

CREDITS

GUERRILLA: Director / Lead Designer Matthijs de Jonge Producer Steven ter Heide Lead Artist Arjen Bokhoven, Lead Programmer Frank Compagner Music Composer Joris de Man Sound Designer Nati Ziekenstadt **GAME DESIGN:** Campaign Mode Cho-Yan Wong, Faried Verheul, Jonathan Phillips, Malcolm Grant, Multi-player Aki Määttä Steven Delrue Challenge Games Steven Delrue Cooperative Mode Cho-Yan Wong Mechanics Aki Määttä Bosses Dennis Zopf, Faried Verheul, Jonathan Phillips Story Dennis Zopf, Matthijs de Jonge Screenplay Philip Lawrence. **ART:** Art Direction Meindert Ekkelenkamp, Dennis Zopf Texturing Fran Saa Animation & Cutscenes Espen Sogn Story Boarding Dennis Zopf Visual Effects Guillermo Toston Modelling & Texturing Edward Noble, Rudy Massar, Sjoon Ouwelwira, Tobias Wanke Lighting & Collision Steven Delrue Technical Art Dirk Boer, Papijn Jansen Additional Art Lennart Franke. **PROGRAMMING:** Game Code Kasper J. Wessing, Stefan Lauwers Interface Code Support Korper AI Sandro Furini Tech Support Jeffrey Exterkat, Nathan Vos, Niels Duijn, Sam Megens Code Support HOUSEMARQUE. **VISUAL DESIGN:** Management Angie Smets Interface Martijn Venrooy Environments Jeroen Brinkhuis, Kjetil Nystuen, Michiel Vroeg Concept Art Miguel Angel Martinez, Roy Postma, Xavier Marquis Marketing & Packaging Andrew Ley, Xavier Marquis **TEST DEPARTMENT:** Lead Seb "MotherH" Downie Testers Dennis Griesheider, Lucas van Muiswinkel, Rob Fraats, Vincent Amse. **PRE-PRODUCTION:** Ben Duncan, Gerrit Lindeboom, John-Pierre Verhagen, Jorrit Rouwe, Stefan Rademakers, Vaggelis Livaditis. **MANAGEMENT:** Managing Director Hermen Hulst Development Director Arjan Brussee.

SONY COMPUTER ENTERTAINMENT EUROPE: Producer Elliott Martin Senior Producer Ivan Davies Executive Producer John Rostrom External Development Co-ordinators Joanne Richardson, Angela Kaston Vice President Marketing Simon Rutter Product Marketing Director Mark Hardy Senior Product Manager Jon Anning Head of Software PR Charlotte Panther Assistant PR / Events Manager Roxana Daneshmand Graphic Designer Mike Alder Copywriter Sam Holding European Release Manager Louise Welch New Release Administrator Robert Walker Print Production Controller Matt Bristow Merchandise Buyer David Pegg QA Manual Approval Clara Crawley, Jayson King Head of First Party QA Shawn Layden FPQA Manager Dave Parkinson FPQA Functionality Supervisor Jim McCabe Functionality Lead Testers Simon King, Jason Platt Assistant Lead Testers Fraser McLachlan, Robert Karp, Neil Edwards Functionality Testers Gary Ellison, Robert English, Jonathan Georgiou, Alan Merril, Rowan Lee, Garreg Hansen, Mike Lunt, Paul Longley, Mark Comerford, Steven Gough, Joey Pereira, Kevin Crawford, Christopher Pierce, Alan Gamble FPQA TRC Supervisor Paul French Lead TRC Tester John Hale TRC Testers Michael Kennedy, Mark Warburton, Chris Hopley, Kevin McCormack, Daniel Giles, Martin Houghton Head of Format QA Geoff Rens Format QA Manager Dave Bennett Data Mastering Centre Craig Duddle, Chris Stanley, Neil Pemberton, Stephen Allen, Phil Adams Planning & Localisation Manager Vanessa Wood Planning & Localisation Co-ordinator Jenni Rees Planning & Localisation Co-ordinator Nadege Josa Localisation Supervisor Nadine Martin Localisation Lead Tester Silvia Ferrero Localisation Testers Yvonne Wanda, Miroslav Fiala, Ralf Fies, Rafael Gouveia, Alberto Perez, Pauline Briscoux, Cedric Gerard, Harouna Camara, William Kandot, Aurelien Moutilles, Paolo Parrucchi, Daniele Tacconi, Gianni Bianchini, Cesare Sivo, Daniele De Blasio, Katharina Tropp, Matthias Pokorny, Julia Aigner, Katharina Scharpf, Julia Schindler Legal & Business Affairs Manager Tom Weston Legal & Business Affairs Associate Matthew Knight Legal & Business Affairs Assistant Nathalie Closs President World Wide Studies Phil Harrison Vice President SCE WWS Europe Michael Denny SCEE ONLINE DELIVERY: Director of Online Delivery Gordon Thornton Gaming Manager Hugh Spencer Service Manager Jeff Ha Customer Manager Paul Miller Release Co-ordinator Sophie Treksels Gaming Co-ordinator Chris Lemouin Release Assurance Manager Vangelis Trikoumis Beta Trial Co-ordinator Richard Cole Community Co-ordinators Sandra Raue, Stuart Bate, Aurelien Poma, Vincent Boon. **SCEE ONLINE MARKETING:** Director of Online Marketing Darren Cairns Gaming Manager Murray Hume Community Co-ordinators Ben Lawton, Charlotte Large. **SCEE PD NETWORK GAMING GROUP:** Lead Programmer Tim Darby Senior Game Server Engineer Gavin Norton Network Programmers Simon Dawson, Mark Petty, Richard Moore, Azzuwike Madujibeya, Hang Dam SCE-RT Developer Support Ramana Prakash Unix Administrator Iain Gray. **SCEE MIS:** Director of MIS Technical Solutions Manoj Sethia Operations Manager Damian Pearce Senior Database Administrator Richard Eve Unix Administrators Martin Tomblinson, Kulwinder Shina Database Administrators Nicholas Jimack, Vipul Lakhani Video & Film Production Manager Nicky Adams Film & TV Projects Managers Perelandra Beedles, Nick Beedles Film & TV Projects Assistant Mark Zajac Production Assistant Joanne Toomey Technical Specialist Jeff Culshaw Editors Tim Roe, Naomi Summerscales **ENGLISH VOICE ACTING:** Jan Templar Nigel Whitmey Rico Velasquez Tom Clarke Hill Luger Jennifer Lawrence General Armin Metrac Chris Fairbank Colonel Cobar Blake Ritson Evelyn Batton Larissa Murray Heff Milcher, Generic USA Peter Marinker General Dwight Stratton, Generic USA Vincent Marcello Hakka, Generic Helghast, Helghast Infantry Robbie Stevens USA Demonition Joy, Generic USA John Schwab HGH Support, Generic Helghast, Helghast Infantry Graham McTavish HGH Sniper, HGH Infantry, Generic Helghast, Lewis Macleod Side UK Voice Casting Andy Emery, Cheryl Prince Voice Direction Mark Healy Sound Engineer Ant Hales Project Manager Caroline Simon Babel Media QA Manager Simon Lawrence QA Project Manager Miles Davies QA Coordinator Stephen Alexander QA Testers Jocelyn Peacock, Laura Carter, Matthew Hurry, Shaun Green, Jason Outway, Matthew Baker, Edd Buffery, Julian Mower, Chris Goldsmith, Ben Richardson, Adele Dalena, Margherita Seconino.

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