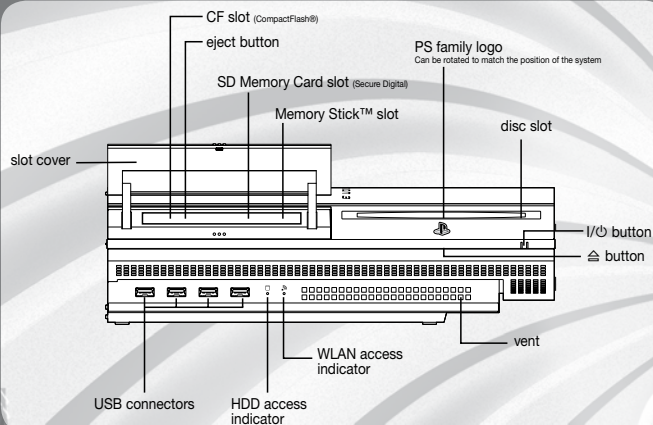


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Getting started

PLAYSTATION®3 SYSTEM FRONT



Note: Some models of the PLAYSTATION®3 system do not include media slots. For specific features included, refer to the instructions for use of your model of the PLAYSTATION®3 system.

Starting a game: Before use, carefully read the instructions supplied with the PLAYSTATION®3 system. The documentation contains information on setting up and using your system as well as important safety information.

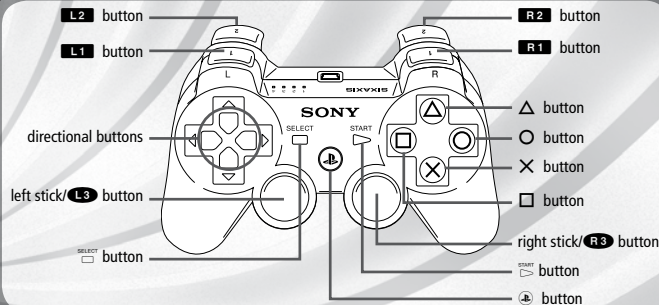
Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the *Destroy All Humans!™ Path of the Furon™* disc with the label facing up into the disc slot. Select the icon for the software title under in the PLAYSTATION®3 system's HOME menu, and then press the button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint: To remove a disc, touch the eject button after quitting the game.

Controls

USING THE SIXAXIS™ WIRELESS CONTROLLER



Note: To use the controller, you must first register or "pair" the controller with the PLAYSTATION®3 system and assign a number to the controller. For details, refer to the instructions supplied with the system.

Saved data for PLAYSTATION®3 format software

Saved data for PLAYSTATION®3 format software is saved on the system's hard disk. The data is displayed under "Saved Data Utility" in the Game menu. This title uses an autosave function. Do not reset/switch off the system when the HDD access indicator is flashing.

ON FOOT CONTROLS

BUTTON	FUNCTION
Left stick	Move Crypto
Right stick	Look/Aim
	Jump/Jetpack
	Time Stop
	Transmogrify/Extract Brain
	Body Snatch/Talk
R1	Select Weapon
R2	Fire Weapon
L1	Mental Lock
L1 + △	Cortex Scan
L1 + ○	Disco Fever
L2	Psychokinesis (PK)
L2 + □	PK Magnet
L2 + △	PK Throw
SELECT button	NavMap
START button	Pause Menu

Saucer CONTROLS

BUTTON	FUNCTION
Left stick	Fly forward/back, left/right
Right stick	Look/Aim
	Blast Air Horn
	NaviCom
	Cloak/ Land (over Landing Zones)
R1	Select Weapon
R2	Fire Weapon
L1	Vertical Mode
L2	Abducto-Beam
L2 + ×	Drain
L2 + □	Transmogrify
Standing beneath Saucer	
	Enter Meditation Chamber
	Use NaviCom
	Enter Pox Mart
	Enter Saucer

Introduction

It's the funky '70s...

Crypto has spent most of the decade luring humans into his casino to take their cash and the precious Furon DNA locked inside their brains. But when Nexo Warriors from his home world attack, Crypto is swept up in an alien conspiracy that threatens the very survival of his species.

In an epic battle to save the Furon Empire, Crypto must embark on a journey of destruction and enlightenment to face his greatest foe yet.

Main Menu



From the Main Menu, you can select **Single Player**, **Multiplayer**, **Extras** or **Options**.

Single Player	Select from a New Game or Load a previously played game.
Multiplayer	Select from several two player game modes and options.
Extras	Select from Achievements, Credits, Unlockable Content and Trailers.
Options	Select from Gameplay, Crypto Controls, Saucer Controls and Customize.

Pause Menu

During the Pause Menu, you can review the following items:

Mission Objectives

The Mission Objectives screen will display your progress toward completing important objectives.

Invasion Site Report

The Invasion Site Report is a summary of Missions, Odd-jobs and Challenges completed, as well as Alien Artifacts retrieved, and Landing Zones activated for that site.

Statisticon

The statisticon tracks your prowess in a number of measurable areas, such as the number of humans destroyed, property damage caused, minds read, etc. Visit often to check up on your stats.

Path of Enlightenment

To attain Enlightenment, one must become a master of its four paths: The Path of the Body, Path of the Mind, Path of Space, and the Path of Time.

The Path of the Body - The more one inhabits the body of his enemy, the more one masters the Path of the Body. A master of the Path of the Body will find it much easier to enter the bodies of even his most feared enemy.

The Path of the Mind - Every time one reads the minds of the less enlightened, one is closer to mastering the Path of the Mind. A master of the Path of the Mind will have great power over the will of his enemies.

The Path of Space - The more one uses psychokinetic powers successfully, the closer one is to mastering the Path of Space. A master of the Path of Space can use Psychokinesis against enemies or objects many times his own size.

The Path of Time - The more one manipulates the world and its inhabitants with Temporal Fist when time is stopped, the closer one is to becoming a master of the Path of Time, giving you great power over your enemies as they are frozen in time.



Mental Powers



Psychokinesis - Over many eons, we Furons have evolved and perfected the astounding power of Psychokinesis (PK), with which we can elevate and move objects many times our own weight.

PK Magnet - As your powers grow, you will also be able to magnetize people and things held in Psychokinesis.

Mental Lock - Humans are weak-minded, and with focus, you can easily read their hidden thoughts, or control their behavior. Once you have established a Mental Lock, you can attack with your hand weapon or move and jetpack around them. You can also overpower their minds with Cortex Scan and Disco Fever in this mode.

Cortex Scan - You can cortex scan humans to re-fill your body snatch victim's health, and of course to read their hidden thoughts, which occasionally yield important information to your mission. You may read people's minds while running around as your destructive self, or while disguised as a human.

Disco Fever - Lucky for you, disco dancing is highly contagious among humans. If you need to distract your enemies, give them a dose of Disco Fever and watch the monkeys shake their booties. This powerful hypnoblast ability can also make them forget they saw you body snatch another human.

Transmogrify - This powerful mental ability allows you to convert inanimate objects into ammunition for your weapons.

Extract DNA - The same way you transmogrify objects into ammo, you can manually extract DNA from human brain stems. This technique yields far more DNA per brain stem than your weapons, so be sure to use it!

Body Snatch - What kind of alien invaders would we be if we didn't hijack a lesser being's body for our own devious purposes? While you are disguised, the humans will not become aware of you, unless you start causing trouble with your mental powers.

Talk to People - I realize you would prefer to vaporize every human you see. However often it is necessary to engage in dialogue with these ape-like beings in order to manipulate them into doing our bidding. You will find important humans in the world with the Virtual Indicator (those colored beacons).

Time Stop and the Temporal Fist - The Temporal Fist is a powerful Furon mental ability, long forgotten. Become my pupil, travel the Path of Enlightenment, and I will teach you to use it. Only then will you be able to defeat your true enemy.

Once you learn to stop time, you can freeze the world and move freely to avoid danger. As you advance on the Path of Time, you will be able to use PK during time stop to manipulate the world.

When you are ready, you will learn the Temporal Fist: the ability to PK Throw things with great force while time is stopped. When time resumes, the power of the Temporal Fist will be unleashed.

Weapons



Jetpack - Use the Jetpack to fly.



Zap-O-Matic - The basic weapon for any Furon warrior, this firearm discharges crackling bolts of direct current to electrify your target. The Zap-O-Matic will recharge itself between blasts. If you run out of ammo for your other weapons, you can always count on the trusty Zap-O-Matic for your human-frying needs.



Disintegrator Ray - This venerable staple of Furon weaponry has the capability of engulfing its target in fiery bursts of molten hot energy. All it takes is a few direct hits to completely vaporize them. You can upgrade this weapon in Pox Mart to fire multiple bursts in a devastating spread pattern.



Anal Probe - The most efficient way to harvest DNA from a human is to launch the Anal Probe. Anal Probes will also inflict some damage to inanimate objects when they detonate.



Ion Detonator - This little devil packs a mighty punch. You can fire it and wait for it to detonate automatically after a few seconds, or you can press the trigger again to detonate it at will. The longer you hold the trigger, the farther the Ion Detonator travels. It will also stick to anything it hits, even humans!



Dislocator - The Dislocator is very useful in combat, since it gets enemies and vehicles out of your way quickly. But watch out: once you shoot a disc, you can't control where it flies.



Superballer - This weapon fires out a supercharged ball of energy which homes in on targets and sends them bouncing all over the place. With each super bounce, the victim takes damage.



Venus Human Trap - The Venus Human Trap, or VHT, is an ancient Furon weapon adapted to your arsenal. It can feed itself humans, or you can use PK to hand-feed it. The more humans you feed it, the more tentacles it grows and the more DNA it spews out! To fire the VHT, you must aim in an area where it will have room to grow. If the target indicator is red, you cannot fire it. If it is green, you're good to go! To feed it, use PK to carry a human within reach of a waiting tentacle.



Black Hole Gun - If things get too hot, use the Black Hole Gun to wipe out everything around you. Like the Venus Human Trap, the Black Hole Gun needs some space to form. If the target indicator is red, a black hole cannot form, but if it is green, then fire away.



Flying Saucer



Your brand new saucer will be outfitted with the latest in Furon technology.

Death Ray - The Death Ray causes devastating effects on vehicles, buildings and surrounding landscapes. It cuts through anything it touches. While the Death Ray has unlimited energy, you will need to allow it to charge between blasts.

Seeker Drones - These deadly lock-on seeking fireballs are specifically intended to take out ground and air vehicles. They will chase down targets like angry hornets, even punching through one side of a building and out the other to take down locked targets.

Plasma Cannons - These fully ionized rapid-firing beam cannons will explode in a dazzling display of super heated plasma and cause massive destruction.

Tornadotron - This huge twister can be summoned from the clouds down onto the world, carving up a path of destruction lead by your hand. This weapon may be fired while the Saucer is cloaked.

Alien Artifacts

Quantum Deconstructor - The Quantum Deconstructor is the most destructive weapon in the Furon warrior's arsenal. Simply charge the weapon for a custom-sized burst of mega destruction, which will punch through buildings until it impacts the ground, erupting into a massive nuclear cloud.

Abducto-Beam - With the Abducto-Beam you can abduct people and objects. Humans can be mass abducted for instant DNA processing, even while you are holding a vehicle.

Drain - If your Saucer is damaged, use the Abducto-Beam to pick up a vehicle to drain the vehicle's energy and replenish your Saucer's shields.

Transmogrify - If your Saucer weapons need ammunition, use the Abducto-Beam to pick up a vehicle to transmogrify that vehicle into ammo. As with your hand weapons, you will collect more ammo for the weapon you currently have selected.

Cloaking - The Saucer has the ability of becoming invisible to enemies and their weapons for a limited time. You will find this especially useful when you are under heavy fire. You may use the Abducto-Beam and the Tornadotron while cloaked, but if you fire any of your other weapons, the cloaking device will deactivate.

NaviCom - The NaviCom will allow you to travel to other Invasion Sites you have already visited at any time.

After two decades on Destroying Humans on Earth, there are a number of valuable things that you can locate and retrieve:



Furon Crash Test Dummies - Were used to scout landing zones in Las Paradiso. To avoid leaving evidence of our presence in the area, be sure to retrieve them all.



Furon Emperor Statuettes - Were from an old propagandea campaign that the silly humans gave away to filmmakers at a famous annual award ceremony in Sunnywood.



Greatest Hits of Furon - A prized record collection, scattered over Shen Long when the Mothership was destroyed. The gullible monkeys believe these are the famed Dropa discs left behind by visitors from another world.



Furon Construction Nails - Were left behind in France by our brave ancestors centuries ago after defeating the Bliisk on Mars. These shapely fasteners inspired the most famous tower in France.



Lava Lamps - Were sent back to the Fourth Ring of Furon as a present for Emperor Meningitis' 500th birthday, but the transport ship carrying them collided with an asteroid and scattered the lamps all over the Fourth Ring.