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CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument. Make sure not to spill liquids or place any foreign objects into it.

LOADING

1. Make sure the power is OFF on your Nintendo® 64 Control Deck.
2. Insert your SPACE STATION: SILICON VALLEY™ Nintendo 64 Game Pak into the Control Deck as described in the instruction manual.
3. Insert Controller into Socket 1.
4. Slide the power switch to ON (Important: make sure not to touch the Control Stick when doing so).

This game is compatible with the Rumble Pak accessory. Before using it please read the Rumble Pak instruction booklet carefully. Follow on-screen instructions to determine when you should insert or remove the Rumble Pak.

Introduction

WELCOME TO SPACE STATION: SILICON VALLEY™!

Launched in 2001, Silicon Valley was the largest, most expensive space station ever created. An experiment in artificial life and robotic evolution, Silicon Valley broke new ground in terms of size, luxury and extreme danger....

There was only one slight hiccup. Seven minutes after the station was launched, it vanished. Completely. Utterly. Absolutely. Gone.

Of course. a massive search was launched. Every terrorist group in the solar system who had 1) a motive and 2) a REALLY big garage was immediately arrested, searched and locked up on general suspicion. But nothing was ever found.

Until now. After 1000 years, Silicon Valley has returned. It was spotted by a giant orbiting telescope as it passed the orbit of Uranus. The Earth's government immediately sprang into action and sent aboard a squadron of brave Space Marines, each and every one of them barrel-chested, sharp-shooting, iron-pumping heroes. They vanished. The next squad vanished too. In fact about 5 squads were sent to the giant derelict station before someone figured out that they weren't getting anywhere.

What this job needed was someone expendable and cheap. Enter DAN DANGER and EVO. the bravest heroes that Earth has to offer (and at knockdown prices too....). Dan is, of course, human, but EVO is the end result of the Silicon Valley experiments, a super-intelligent, self-evolving robot.

The fate of the Earth is in their hands. Who knows what terrible changes have occurred over the last millennium? Who, or what, is in charge of the station? Why has it suddenly reappeared? Why is it heading straight for Earth? What can be done to stop it? Can Dan stop it? EVO? You?

SPACE STATION: SILICON VALLEY™ - it's a Silly Place!
Default Controls

Pause

Character movement

Toggle First Person Camera
Made ON/OFF

Change animal/
Leave animal

Zoom OUT

Rotate Camera
Left/Right

Zoom IN

Action 2

Action 1

MENU CONTROLS

Start Button: Pause game/pause options
Control Stick: Navigate through menu options
A Button: Select option

Getting Started

At the title screen, press the START BUTTON to access the Main Menu.

SELECTING A SAVE SLOT (Bank Select)
Press A Button to select a save slot. Your progress in the game will be saved to this location. It is possible to save up to four games.

ZONE SELECT
Press A Button to select a zone and display the mission briefing.

MISSION BRIEF
Every zone displays a brief message from Dan, telling you what to expect and stating your goals in the zone. You have to complete these goals before you can move on to the next zone.

Have A Nice Day!
- Of hungry sheep are on the loose - round them up fast like the electric fence to keep them in the pen, Hey! The scanner shows a mouse with wheels in this area. Use it to reach the exit.
- Get FIVR sheep into the pen
- Find the mouse with wheels
Game Overview

SPACE STATION: SILICON VALLEY™ is divided into four unique environments.

Euro Eden - A pastoral wonderland.
Arctic Kingdom - Brr Chilly! Bring a big jacket.
Jungle Safari - A taste of the wild frontier.
Desert Adventure - Savor the sunny side of artificial life.

Each world is full to bursting with its own unique menagerie of lovable animal playmates. The animals behave just like their earthbound counterparts. They can love, hate, fear and eat each other. Just watch it. That's all we're saying.

Since Dan crashed into a Euro Eden, the player will have to complete three Euro Eden zones before the Arctic Kingdom becomes available. After three Arctic zones have been completed, the player can move onto Jungle Safari and, once three zones of the Jungle Safari are completed, the player can move between all of the zones in the game.

Only after completing all of the available zones will the player be able to explore the depths of the SPACE STATION: SILICON VALLEY™ control room...

Warning!
SPACE STATION: SILICON VALLEY™ is populated by a large number of robotic animals. These animals have evolved to survive in a ferocious, untamed environment. They have never encountered man before. Be afraid. Be very, very afraid. And scared too.

SPACE STATION: SILICON VALLEY™ is Darwinism taken to dangerous extremes. Each animal has skills and abilities that no other animal will possess. If you want to survive up here baby, you better use them all...

The special skills available to your animal host are sometimes limited.
The blue bar shows the remaining energy of your opponent.
The blue button shows the amount of power available to your animal's first ability (if applicable).
The green button shows the amount of power available to your animal's second ability (if applicable).

POSSESSION
WARNING! EVO cannot survive for long outside an animal host.

USEFUL THINGS

Power Cells

In order to repair EVO's body, you must collect as many Power Cells as possible.

Energy

If you're feeling a little under the weather, look for these fellows to perk you up.

ON SCREEN

The large green bar shows your remaining energy. When your energy bar turns red, start to worry. If your energy vanishes, you're dead.
**Teleporter**

Every zone has an Entry teleporter and an Exit teleporter. The Exit teleporter will only be activated once you have completed all of the goals from your mission briefing.

**Crates**

It's like Christmas morning. Attack crates to reveal some lovely energy.

**Things To Look Out For**

**Cameras**

Many zones in Silicon Valley have Level Overviews. Touch the camera for a quick whirlwind tour of the drama and excitement that lies in store for you.

**Souvenirs**

Since you're only going to get paid upon SUCCESSFUL completion of your mission, you better keep an eye open for anything that looks expensive. Every zone will have some sort of souvenir.

**Terminals**

Every zone has a terminal. Touching the terminal will download the information about EVO's current animal host from the Silicon Valley databanks.

**Boarding Party**

The original boarding party was, as we mentioned, lost without trace. But keep your eyes peeled for useful remains.
Pause Options

Continue playing the zone
Mission Brief
Display the mission briefing information
Replay Zone
Restart from the beginning of the zone
Exit Zone
Leave zone and return to zone select screen
Music
Adjust the volume of the music
SFX
Adjust the volume of the sound effects
Language
Choose the language used in the game
Leave SV
Exit zone and return to the title screen
Power Cells
Shows the number of Power Cells picked up in the current zone

Loading a Saved game.

Once you have completed a zone, it can be replayed at any time. To replay a previously completed zone, select any of the highlighted zones displayed in your save slot.

Saving Games

Every time you complete a zone it is automatically saved within your chosen save slot.

Copy Save Slot
Selecting this option will allow you to copy a game in progress into another save slot. Pick the saved game you wish to copy, then select the saved slot you wish to copy it into. You will be asked to confirm your choice before the game is copied.

Delete Save Slot
Selecting this option will remove a game in progress, making room for a new game. Use the Control Stick to highlight the save slot you wish to delete and press A Button to select. You will be asked to confirm your selection.
Credits

DMA Design
DMA Development Manager
Jim Woods
Lead Programmer
Leslie Benzie
Programmers
Daniel Leyden
Gordon Speirs
Obbe Vermeij
Editor Programmers
Barnaby Dellar
Adam Fowler
Lead Artist
Jamie Bryan
Artists
Aaron Garbut
Andrew Strachan
Additional Artwork
Robert Jeffrey
Craig Moore
Level Design
Craig Filshie
William Mills
Sound Designer
Allan Walker
Sample Trimmer
Bert Reid
Music
Stuart Ross
Additional Audio Programmer
Raymond Usher
DMA QA Department
Alan Jack
Manual Text
Brian Baglow
Technical Support
Mark Eittle
Julian Glendinning
Kevin Kelly

Take 2 Interactive
Executive Producer
Sam Houser
Technical Producer
Gary J. Foreman
Associate Producer
Ken Jordan
Product Manager
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NOTES
For game strategies and hints in the United Kingdom call:
0891 30 33 44
Calls are charged at 50p per min at all times. ask bill payers permission.

www.take2games.com