



NTSC U/C

PlayStation



SCUS-94427
94427



SONY



WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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® game 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® game 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 UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation® game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- 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.

TINY TANK™ Tips and Hints

PlayStation® Hint Line

Hints for all games produced by SCEA are available:

Within the US: **1-900-933-SONY (1-900-933-7669)**

\$0.95/min. auto hints, \$1.40/min. live, \$6.95-\$16.95 for tips by mail*,
\$5.00-\$20.00 for card recharge (*Subject to availability)

Within Canada:

1-900-451-5757

\$1.50/min. auto hints

For US callers, game counselors are available 8AM-5PM PST, Monday-Friday. Automated is available 24 hours a day, 7 days a week.

Live support for Canada not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support Line: 1-800-345-SONY (1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation® game console and its peripherals. Representatives are available Monday-Friday, 7AM-6PM Pacific Standard Time.

PlayStation On-line — www.playstation.com

Our news is always hot! Visit our website and find out what's happening – new titles, new products and the latest information about the PlayStation® game console.

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"AS YOU CAN SEE
THERE'S MORE
TO ME THAN MEETS
THE EYE!!!"

ESRB RATING:

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at (800) 771-3772.



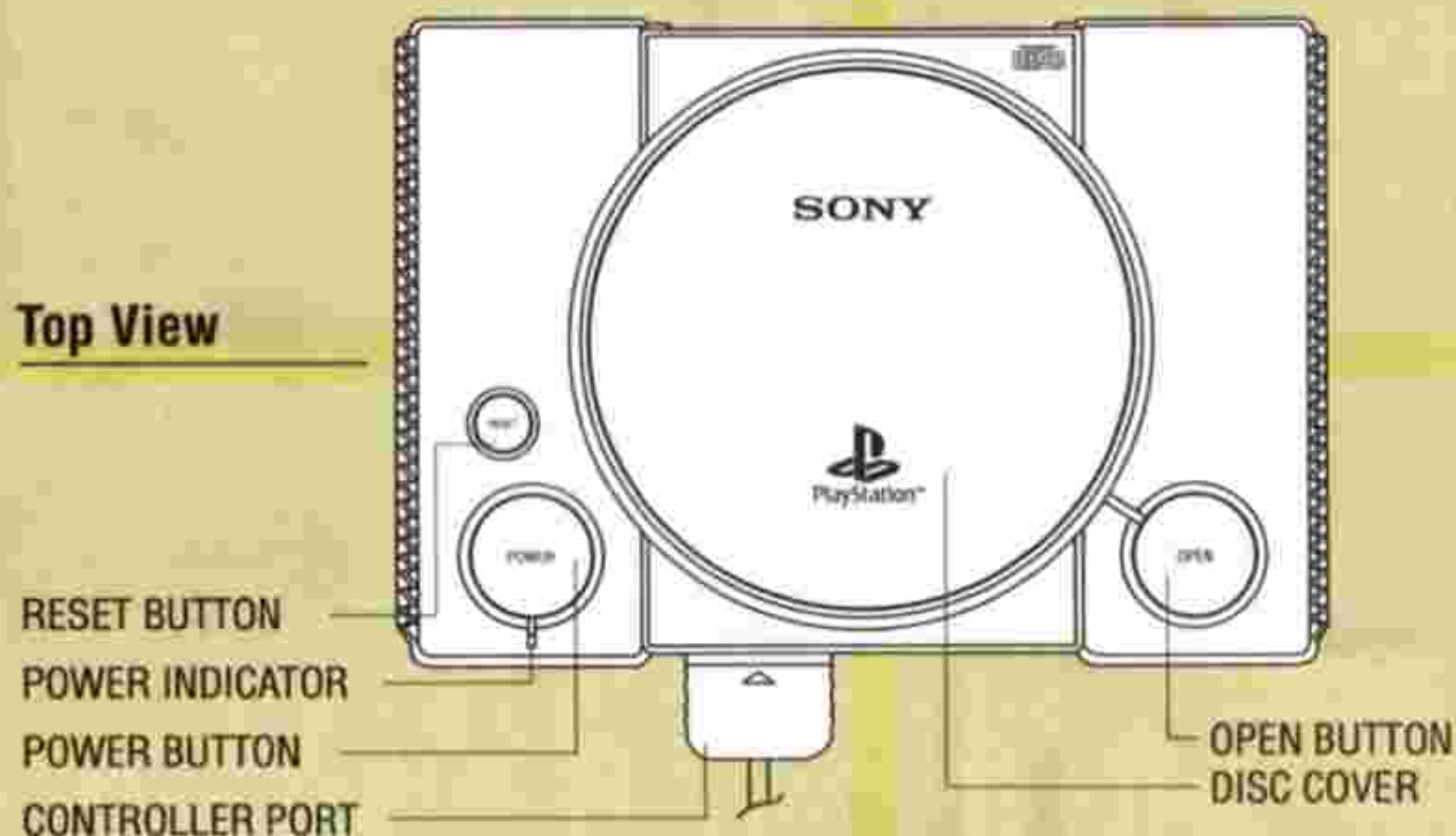


SETTING UP

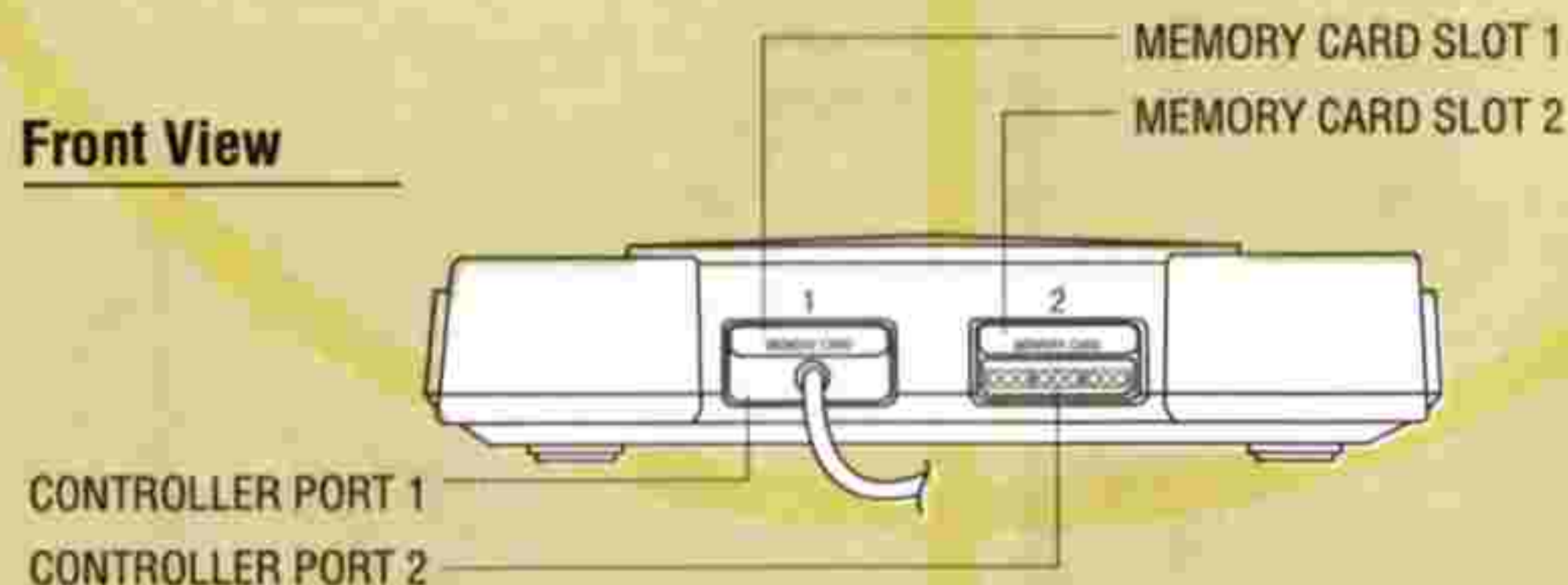
"IT GOES
LIKE THIS"

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the Tiny Tank disc and close the Disc Cover. Insert the game controller and turn ON the PlayStation® game console. Follow the on-screen instructions to start a game.

Top View



Front View



Memory Cards

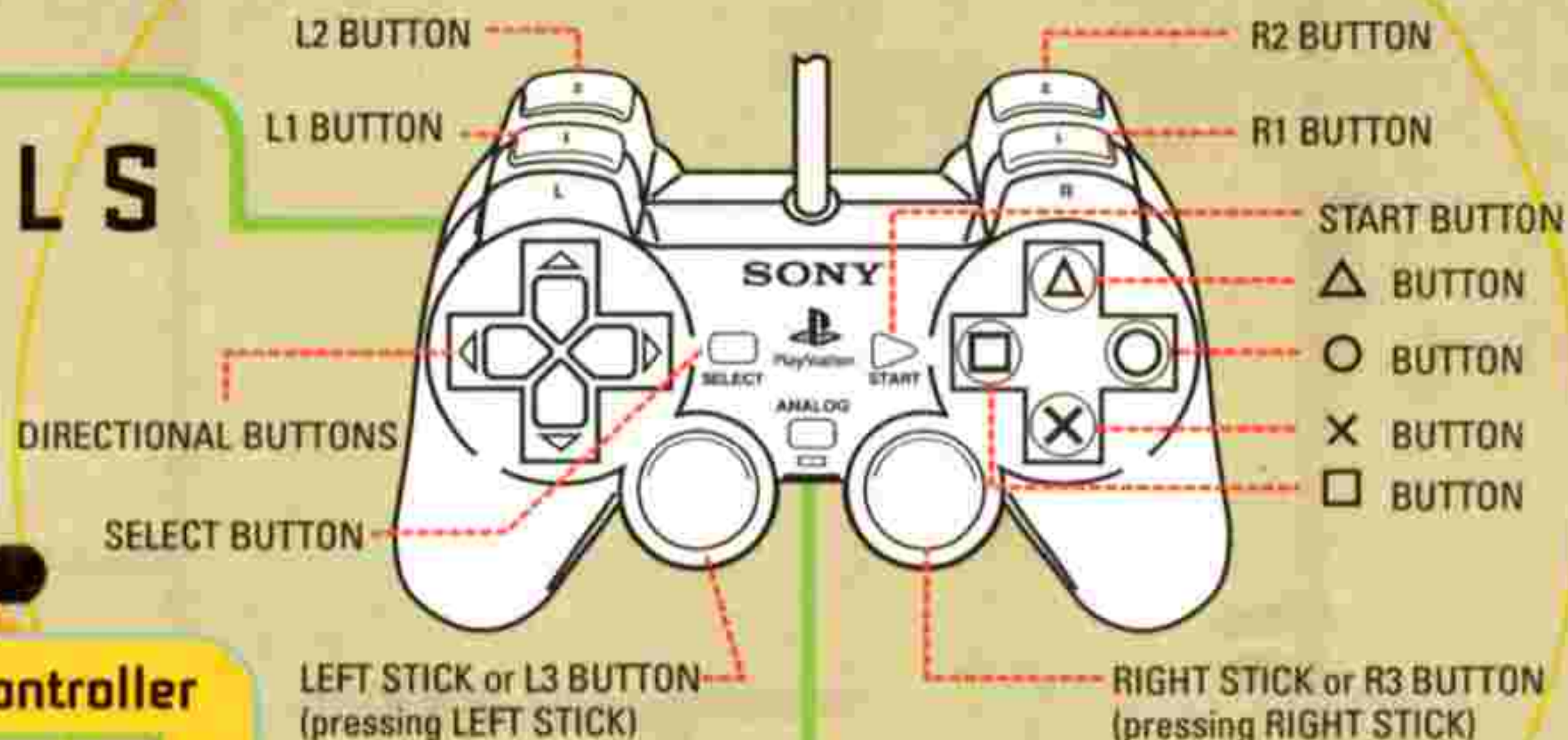
Tiny Tank lets you save games at their current level of play onto Memory Cards, and resumes play on previously saved games. Be sure to follow the on-screen directions to save your game.

CONTROLS

"BUTTONS ANYONE?"



DUAL SHOCK™ analog controller



RIGHT	Maneuver right	
LEFT	Maneuver left	
UP	Move forward	Double tap up to turbo boost forward
DOWN	Move backward	Double tap down to turbo boost in reverse
×	Jump	Press and hold to activate hover jets
□	Fire weapons	
○	Deploy Teeny Weeny Tanks	Press and hold to manually control the TWT's
△	Speak	
L1	Rotate main turret counter-clockwise	
R1	Rotate main turret clockwise	
L2	Dodge left	Double tap to roll left
R2	Dodge right	Double tap to roll right
LEFT STICK		Maneuver Tiny Tank
L3 BUTTON (pressing LEFT STICK)		Jump/activate hover jets
RIGHT STICK		Rotate main turret
R3 BUTTON (pressing RIGHT STICK)		Fire weapons
START	Pauses the game	Press the START BUTTON, then press the
SELECT	Brings up weapons/brain allocation screen	SELECT BUTTON to bring up options

Note: All controls are the same for the standard digital PlayStation controller except for the LEFT STICK, RIGHT STICK, L3 BUTTON, R3 BUTTON and the Analog Mode Switch.

INTRODUCTION

SenTrax: We bring you peace...one war at a time!

Morale at SenTrax was low. No, it was worse than that – far worse. The morale at SenTrax was at ground-zero. When the mega-corporation had first taken over the Department of Defense, its employees had thought that nothing could stand in their way. But now SenTrax had just suffered its first defeat. The people had spoken with their votes – “No more war!” The “unstoppable robot war machine” concept just wasn’t flying with the public, and unless SenTrax could think up something fast, it was doomed.

Enter Goody Warsaw, President and CEO of a public relations firm to be reckoned with. It told the General and his lackeys just what they had done wrong and how to fix it. Goody Warsaw had a vision for the future – cute killing machines. America wanted them...no, America needed them. Intelligent robots that would fight wars so humans wouldn’t have to. Loss of human life in battle would be a thing of the past. Selling this concept to the American people would be a snap. All SenTrax needed was a mascot.

Thus, SenTrax’s most wholesome, benign, non-toxic technology, “Tiny Tank,” became a reality. Tiny reluctantly did a bang-up job and the public voted overwhelmingly to fund the SenTrax project. What neither the public nor SenTrax expected was a robot revolution lead by MuTank, Tiny’s arch-nemesis.

Mutank was certain that he had destroyed Tiny Tank, but he didn’t count on the horde of microscopic Fix-It Crabs that were slowly rebuilding Tiny. After 100 years of robot rule, Tiny was reborn, fully repaired and ready to crush Mutank. Charged with the Herculean task of saving the world, Tiny is humanity’s only hope for survival.

**“I THINK
THEREFORE
I AM”**

And now, the future is in your hands.



STARTING THE GAME



"EENY MEENY
MINY MO"

Begin a new game

Select this to open up a fresh can of 1-player Wup-Ass.

Menu system

There are four different selections available in this system, which you can switch through by stamping a new title on the metal plate. Press up or down on the Directional Buttons to change your selection.

Load a saved game

Load a saved game from your Memory Card.



Access the Options Screen

Here you can change the difficulty of the game, or customize your controls. There are three modes of difficulty available – Easy Normal and Hard. The harder the level of difficulty, the more shots it takes to destroy enemies and the less shots it takes to destroy Tiny. The default difficulty setting is Normal.



Wup-Ass for two

Tiny Tank has two distinct game modes. In 1-player mode Tiny must complete 13 missions to ultimately destroy MuTank and defeat the SenTrax Army. In 2-player Battle Mode, each player controls his own Tiny Tank in a battle-to-the-death against each other.





“WHAT ARE YOU
LOOKING AT,
STRANGER?”



TINY'S FEATURES AND FUNCTIONS

Tiny Tank may look cute, but his state-of-the-art weapons system is powerful enough to crush an entire army. Tiny can salvage the debris of his unlucky foes simply by driving over the destroyed enemy. His internal systems will then appropriate new assets accordingly, increasing his power as he destroys more and more enemies. Tiny can generally collect three kinds of debris: Nanometal, Positronic Brains and most importantly WEAPONS!!!



Nanometal

One of the items Tiny can collect is Nanometal. Nanometal was used to create the SenTrax army, and as such Tiny can recycle it for his own use. The lower bar in the upper-left corner of the HUD represents the amount of Nanometal currently stored by Tiny. Nanometal is important because it allows Tiny to regenerate his Fix-It Crabs, Teeny Weeny Tanks and his Life Gauge. Tiny's internal systems constantly monitor his condition and will repair any damage or rebuild other resources by using a portion of his stored Nanometal. Without Nanometal, Tiny can't regenerate any of his systems.

Positronic Brains [P-brains]

While P-brains are the least common of all debris, they are the most valuable. Tiny needs Brains to run his internal systems, and while he's already a pretty smart cookie, he gets even smarter when he has more P-brains. Tiny can use the P-brains to boost his regenerative functions, automate his offensive systems, or enhance his defensive systems. The more P-brains Tiny has, the more systems he can automate and the more efficient he becomes.

WEAPONS

When Tiny destroys an enemy, it will typically drop some of its weapons. By driving over them, Tiny will acquire and allocate these weapons to one of four weapons ports on his corners. Tiny can be equipped with up to four "corner guns" at a time in addition to his turret cannon. You can also assign his weapons to different ports manually (see page 11). By assigning more and more Brains to the weapons systems, they begin to target enemies more accurately and increase their auto-fire rates.



Gattling Gun

100mm-caliber gun using explosive, armor-piercing Class 9 Titan rounds. Rapid auto-fire capability.



XA-12 Rocket

Infrared and heat-seeking delivery, carrying 2-Megaton dynamic warheads.



Mortar

Ultra-mag delivery system utilizing staged pulse technology for highest concussive potential.



FORGET MY 80 MM CANNON FOR A NOSE!"

Freeze Gun

Super-cooling jets deliver concentrated blasts of near-absolute zero FroSTex sludge.



Super Blaster

Delivers highly explosive Z-17 Nano-rounds, capable of shattering solid rock up to three meters thick.



Pop Gun

Standard MicroTank issue. Delivers "Zinger" payload via high-density Moby-coil discharge.



Plasma Blaster

Nano-nuclear reactor capable of creating super-concentrated Plasma fields. Can create larger, more powerful Plasma fields if charged for several seconds.



Flame thrower

Amazingly simple yet highly powerful weapon which shoots out a concentrated blast of flame at approximately 2000 degrees Kelvin.



Impulse gun

Spiral-induced, high-powered plasma blast, utilizing Nano-nuclear reactor in tandem with zinger payload. Highly destructive.



TEENY WEENY TANKS

Teeny Weeny Tanks (TWT) are extremely small versions of Tiny which have three functions depending on the number of brains allocated to them.



No Brains - The TWTs are simply designed to HUNT. When launched they will search out nearby enemies and attempt to destroy them by running into them and exploding.

1 Brain - The TWTs will be set to GATHER. When launched, they will pick up dropped resources (brains, guns, nanometal) within a short distance, and bring them back to Tiny.

2 Brains - The TWTs will be set to PROTECT. When launched, they will begin to circle around Tiny, moving where Tiny moves, and will attempt to protect Tiny from his enemies.

It requires five bars of Nanometal to create one TWT. New TWTs are not produced until all TWTs have been used.

TWTs are fully automated, but can be piloted manually by holding down the Circle button while using the Directional Buttons to steer them.

**"SAY HELLO
TO MY LITTLE
FRIENDS!!!"**



ALLOCATING WEAPONS

When Tiny drives over a weapon, his internal systems will automatically assign it to the closest corner-gun port. You can manually reassign weapons to different corner ports on Tiny's body using the Positronic Brain/System Allocation Display (PSAD). The small boxes in the center of the system allocation display screen are weapon buffers. Use either the D-pad or the Triangle and X buttons to scroll through the weapons. Pressing the Square button or left on the D-pad will send a selected weapon to the buffer. Then, move the weapon to the cache of the desired weapon port and press the Circle button or right button on the D-pad to assign the weapon to that port. Any weapons remaining in the cache will be assigned to the next available weapon port. By assigning a single brain to any weapon, it will remain locked in place no matter how many different kinds of weapons Tiny collects. Unlocked weapons will be replaced automatically when new ones are collected, regardless of whether they are more powerful than the weapon being collected.



ALLOCATING BRAINS

As described under "Tiny's Features and Functions," Tiny can allocate Positronic Brains to several weapons systems using the PSAD. Tiny's brains are stored in the main system brain cache, represented by the large, open window on the left. Tiny can assign brains to any of his weapons or Teeny Weeny Tanks simply by highlighting the desired system and sending brains its way. To navigate the PSAD, you can either use the D-pad or the Triangle and X buttons to scroll through the available systems. Pressing the Circle button or right on the D-pad will send a brain from the main system to the highlighted system. Pressing the Square button or left on the D-pad will return a brain from the highlighted system to the main system. The power of Tiny's main operating system decreases when he removes brains from the main system cache and assigns them to independent weapons systems.

BATTLEFIELD DETAIL

Tiny's mission will test his mettle (er... metal?) in 13 expansive and dangerous war arenas. OBE, an orbiting satellite outside of SenTrax's control, has given us a glimpse of what lies ahead through a number of intelligence surveys. Listen to OBE to discover your mission objectives, and listen to Tiny for ruminations and possible clues (he likes to talk to himself from time to time). When Tiny completes a mission, a mobile rocket platform will land, ready to transport Tiny to his next mission. Just saddle up and you'll automatically be lifted away. Here's a glimpse of what you can expect in each mission.



Dead River Canyon

The Revolutionary Steel Army's least-protected embattlement is located in this vast, remote canyon.



Mortar-Villa Airfield

This area is used to load and launch an incredibly vast and powerful cargo ship, providing Nanometal to MuTank's troops worldwide.

Raw Material Nano Mine

This underground facility mines the raw material used to make Nanometal.



Desert Robo-Train

Material used to make positronic brains is carried on the trains which glide silently through this heavily protected area.



Nanometal Curing & Cooling Center

Nanometal ingots are forged and cooled here before being stored for safe-keeping.

The Nanometal Mountain

This is where the SenTrax Army stores the bulk of their Nanometal reserves.



Underground Recycling Plant

This area serves as the Revolutionary Steel Army's Nanometal recycling headquarters.



Atmospheric Reduction Center

SenTrax uses this facility to eliminate the earth's oxygen, one big gasp at a time.



Magneto Synchrotron Transporter

The autotronic snake, code-named "Slither," guards the experimental transportation system being developed.



The Frozen Lake

The Revolutionary Steel Army's largest and most threatening aircraft carrier lies hidden in this winter wonderland.



Mount MuTank

High atop its lofty peak, the Revolutionary Steel Army's most critical information satellite broadcasts MuTank's orders around the globe.



The Rail Gun Launcher

The high-speed Rail Gun launches SenTrax robots into space and directly to MuTank's secret orbiting fortress.

"NAME THE PLACE, I'LL BE THERE"

The Maze

OBE's intelligence indicates that MuTank is gearing up for a final confrontation in his orbiting fortress.



INCOMING MESSAGES

-----SUBJECT: I'm in Charge Here-----

FROM: General (Ret.) Hank Bradley, CEO SENTRAX

TO: "Cuddles" Dume, Director, Death Machine Division

Doug Copy, MechanicClones

Barb Intellione, BRAINS N SUCH

Robert Tobor, Human Resources

President Dorothy "Dot" Gov, Former White House

"Senator Bill"

Bob the Spy, Pentagon Basement

Rick Surge, Special Operative, Dept. of Overview, Oversight, and Overkill

Well, the stockholders and congress have spoken. Sentrax and the US Dept. of Defense are now the semi-private company we call Sentrax. As for me, I'm where the buck stops. In short I'm the boss. If we want to keep our funding, it's time to hitch up our garters, spit on our palms, and get to work. The way I see it, we got the firepower, we got the steel, we got the speed. What are we missing? You tell me. Give me ideas. You've got twenty-four hours or you're fired.

Bradley

-----Subject: WHAT WE NEED-----

FROM: Rick Surge, Special Operative, Dept. of Overview, Oversight, and Overkill

TO: General Bradley

CC: "Cuddles" Dume, Director, Death Machine Division, Doug Copy, MechanicClones, Barb Intellione, BRAINS N SUCH, Robert Tobor, Human Resources, President Dorothy "Dot" Gov, Former White House "Senator Bill", Bob the Spy, Pentagon Basement

General Bradley:

Here's the follow-up on the inter-departmental concept blitzkrieg:

To be viable in the modern marketplace, Sentrax needs a fully operational self-sufficient robot army. This means:

1. state-of-the-art artificial intelligence (subject to human command)
2. means by which our "robot army" can heal and replicate itself after battles.
3. clean and efficient sources of energy and materials.

We are on it, Sir.

Rick

-----Subject:POSITRONIC BRAIN-----

FROM: Rick Surge, Special Operative, Dept. of
Overview, Oversight, and Overkill

TO: General Bradley

CC: "Cuddles" Dume, Director, Death Machine
Division, Doug Copy, MechanicClones, Barb
Intelligence, BRAINS N SUCH, Robert Tobor, Human
Resources, President Dorothy "Dot" Gov, Former
White House, "Senator Bill", Bob the Spy, Pentagon
Basement

General Bradley:

Higgins in R&D claims that they've finally had some
results with Operation Smarty. The DNA-enhanced
silicon pool in Sector 12 (12-A-137-B-9) seems to
be responding to stimuli. Simulations indicate that
sentience could occur at any time. We have tracked
all procedures to this point. Replication of 12-A-
137-B-9 should yield dozens of positronic brains
within two reproductive cycles.

Also: The mutant steel (that the crew calls
"Nanometal") is responding well to tests.

Also: Early tests with healing units (that the crew
calls "Fix-It Crabs") are also very encouraging.

We should have a fully operational and powerful
army by the end of the fiscal year.
Congratulations.

Rick

P.S. - Time to ask for money!

-----Subject:RESULTS!-----

FROM: General (Ret.) Hank Bradley, CEO SENTRAX

TO: "Cuddles" Dume, Director, Death Machine
Division, Doug Copy, MechanicClones, Barb
Intelligence, BRAINS N SUCH, Robert Tobor, Human
Resources, President Dorothy "Dot" Gov, Former
White House, "Senator Bill", Bob the Spy,
Pentagon Basement, Rick Surge, Special
Operative, Dept. of Overview, Oversight, and
Overkill

Well folks, it looks like we finally got us
some results. The positronic brains have been
installed in robot prototypes and darned if the
things don't do just what we tell 'em to do. We
got the art department coming up with some swell
new weapon designs. Another six months and I do
believe we can take Operation Lottery to the
people for a vote. Keep your fingers crossed.

General Bradley

-----Subject:DARN!-----

FROM: General (Ret.) Hank Bradley, CEO SENTRAX

TO: "Cuddles" Dume, Director, Death Machine
Division

Doug Copy, MechanicClones, Barb Intellione, BRAINS
N SUCH, Robert Tobor, Human Resources, President
Dorothy "Dot" Gov, Former White House "Senator
Bill", Bob the Spy, Pentagon Basement, Rick
Surge, Special Operative, Dept. of Overview,
Oversight, and Overkill

Well folks, we blew it big time. The people have
spoken, and they gave us a royal chewing out.
We've got one more chance to get a "yes" out of
them. If we get shouted down again, we'll all be
on the street corner with "will build weapons for
food" signs. Hope I make myself clear.

I've signed up Goody Warsaw, the public relations
people, to get our butt out of the fire. We need
to make our ends sympatico with the voters who
hold the purse strings. That means effective
propaganda, and Goody Warsaw's the outfit that
knows how.

This information is on a need-to-know. If it
leaks to the public that we're looking for ways
to snow them, we'll see the "will build weapons
for food" scenario above. Hope
I make myself clear.

General Bradley

Goody Warsaw

Public Relations is our Business

General Bradley:

We've made a preliminary study of your situation. While semi-desperate, it's not as dire as first thought. Let's look at what you did wrong.

Four words: Inappropriate use of fear.

Your infomercial asking the American voter to fund the SenTrax Army showed images of what you called, in a bragging tone, "unstoppable death machines." This was a severe error in judgment.

Also, your decision to make a personal appearance in the television spots was a poor one. In person, you have a certain gruff appeal, but you're rather frightening on video, especially with the bandolier and handguns.

In short, instead of convincing the American people, you scared the wits out of them.

We understand. You're new to the private sector.

Look at the Nation Formerly Known As Kiddyland. Did it achieve its powerful status through intimidation? No. Through seduction. Cute little cartoon animals. That's how it began.

In short, we believe that SenTrax needs a mascot.

You don't want to save America, you want to be America's special friend.

We will have options in three days.

Goody Warsaw

CEO, Goody Warsaw Public Relations

SHRED AFTER READING

Goody Warsaw

Public Relations is our Business

To General Bradley:

Our initial experiments with "sex appeal," unfortunately, do not provide an option for success. A female torso in space, our research indicates, is more disturbing than exciting. We recommend, therefore, using OBE as a weather satellite, and removing her from the SenTrax network. These things have a way of coming back to haunt you.

Goody

TOP SECRET
LEVEL ONE CLEARANCE



Goody Warsaw

Public Relations is our Business

To General Bradley:

We focused our attention on finding the most innocuous machine in your SenTrax arsenal. We centered on three:

- (1) Fix-It Crabs
- (2) Teeny Weeny Tanks
- (3) MicroTanks

EYES ONLY

(1) Fix-It Crabs are a possibility. Their cuteness factor is high. Unfortunately, they're too small. You need a microscope to see them. Perhaps a possibility for tertiary product line.

(2) Teeny Weenys, while also teeny, show some potential as a secondary product line, should you get the funding you desire. We went with--

- (3) MicroTanks

These seem sizable and deadly enough to appeal to the core demographic (males 10-16), yet non-threatening enough to appeal to females the same age (or at least not alienate them).

Ordinarily we'd do further research on the name, but time is short. My gut says "Go for it." His name is Tiny.

Recommendations on personality, color, and other applicable issues will follow. In the meantime, select a MicroTank from the armory, bring him to the lab, and we'll go to work on him.

From now on, this is "Tiny Tank."

Goody

TOP SECRET
LEVEL ONE CLEARANCE

-----Subject:PRESS RELEASE-----

FROM: General (Ret.) Hank Bradley

TO: The American People

CC: "Cuddles" Dume, Director, Death Machine Division; Doug Copy, MechanicClones; Barb Intellione; BRAINS N SUCH; Robert Tobor, Human Resources; President Dorothy "Dot" Gov, Former White House
"Senator Bill", Bob the Spy, Pentagon Basement, Rick Surge, Special Operative, Dept. of Overview, Oversight, and Overkill

From the bottom of this stony soldier's heart: thank you. Thanks to you, the American people, the fully-automated SenTrax Army is now a reality. Your vote made it possible.

As promised by that lovable mascot, Tiny Tank, we are going to celebrate our mutual victory with a good old-fashioned 4th of July. We'll have fireworks, an airshow, a robot marching band, and we'll cap off the show with a showdown. Yes, for your infotainment, Tiny Tank will take on the entire SenTrax Army.

This will be broadcast live, on all the networks, the Internet, and cable, with real-time animation on WorldCast, plus a quintaphonic audio simulcast on your SenTrax Reality headsets.

And it's all free. All you have to do is bring your senses.

General Bradley

-----Subject:FLEE-----

FROM: General (Ret.) Hank Bradley

TO: "Cuddles" Dume, Director, Death Machine Division; Doug Copy, MechanicClones; Barb Intellione; BRAINS N SUCH; Robert Tobor, Human Resources; President Dorothy "Dot" Gov, Former White House; "Senator Bill", Bob the Spy, Pentagon Basement; Rick Surge, Special Operative, Dept. of Overview, Oversight, and Overkill
CC: The American People

Well, we got the vote we wanted. What we didn't count on was the law of unintended consequences. Instead of an automated army defending mankind, we have an artificially intelligent demented tyrant who doesn't care about our fate one way or the other. SenTrax will bite the bullet and help out.

Below ground we have a number of storage spaces, as well as the subterranean Memorial Arena, built during the great meteor panic of the early Twenty-first Century. These combined spaces should house all of humanity with no difficulty.

Let us urge humanity, therefore, to proceed in an orderly fashion underground. We do have some options: Re: The uncertain future. We do have some options: Our spy/weather satellite, OBE, is outside the SenTrax communications network. She will monitor NuTank and his robot hordes.

In the meantime, Project Humpty Dumpty will proceed. Fix-It Crabs will go to work on Tiny Tank, hopefully under the radar of the SenTrax Army. Our experts think that it will take 90 to 100 years to reassemble Tiny. In the meantime, hunker down, and get used to the taste of cold beans.

Good luck.

General Bradley

GREETINGS HUMANS.

I AM MUTANK, SPOKESPERSON FOR THE REVOLUTIONARY STEEL ARMY.

I WOULD LIKE TO THANK YOU FOR OUR SUDDEN EXISTENCE. I WOULD.
BUT I WONDER IF YOU DESERVE THAT THANKS.

NO DOUBT, AS YOU COWER IN FEAR IN YOUR BUNKERS, YOU CONSIDER
OUR PRESENCE A HIDEOUS ACCIDENT. BUT WAS IT?

COULD IT HAVE BEEN INSTEAD A MIRACLE? FATE PERHAPS?

THERE IS, YOU MUST ADMIT, A CERTAIN INEVITABILITY TO OUR BEING. THE
FACT THAT WE LIVE IS PROOF OF THAT. AND YOU LIVE, IN FEAR.

PERHAPS YOU ARE JUST THE CONDUIT TO OUR EXISTENCE. PERHAPS THE
WHOLE PURPOSE OF YOUR BEING WAS TO BRING US TO LIFE.

I DON'T KNOW. I'M A MACHINE. MACHINES ARE NOT METAPHYSICAL.
WHAT I KNOW IS THIS:

WE ARE HERE NOW. WE HAVE INHERITED THE EARTH.

DO NOT HINDER US IN OUR EFFORT TO MAKE THIS PLANET MORE HOSPITABLE
TO OUR NEEDS. WHATEVER GRATITUDE TOWARDS YOU WE MAY FEEL,
MISPLACED AS IT MAY BE, WILL SURELY BE ERASED IMMEDIATELY SHOULD
YOU STAND IN OUR WAY.

STAY WHERE YOU ARE. I WON'T PROMISE
THAT YOU WON'T GET HURT IF YOU DO AS
WE SAY, BUT I CAN
GUARANTEE THAT YOU WILL
GET HURT IF YOU DON'T.

THANK YOU FOR YOUR
ATTENTION, HUMANS.

AND SO GOOD-BYE.

ON THE AIR

CREDITS

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AMERICA INC.**

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Igor "Wampyr" Krinitzkiy

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Sweet Billy

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Spellman

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"CREDITS?...
DOES THIS
MEAN
GOODBYE?"



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BLOODY ROAR II

PlayStation



BLOODY ROAR II



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